



POKÉMON STADIUM TOUR

NINTENDO POWER



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THE OFFICIAL
MAGAZINE
OF THE
NINTENDO
GAME BOY
ADVANCE

Disney's **Tarzan**

Be Tarzan, You Game?

N-Depth Strategies

- Ridge Racer 64
- CyberTiger
- Fighter Destiny 2

Game Boy Color

- Bionic Commando
- Turok: Rage Wars

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Hot Preview

- Tony Hawk's Pro Skater 164
- Crystalis for Game Boy Color

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POWER**

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ROUNDED UP**

7.0'

6.0'

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KONG 64**



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A young boy with dark hair is smiling broadly, showing his teeth. He is holding a white game controller with yellow buttons. The background is a bright, warm yellow with some faint, stylized orange and red shapes. The text is overlaid on the top part of the image.

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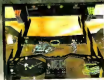
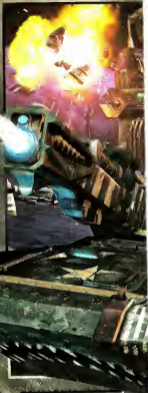
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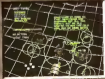
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Disney's TARZAN

How do you spell adventure? T-A-R-Z-A-N. Take the fabled Lord of the Apes on a journey into adulthood and across the jungle. Our tips will help you untangle the vines.

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Pikachu and 100 other Pokémon come to life on the N64 in this match-and-spectate 3-D fighting game. Our leader introduction will show savvy trainers to enter the stadiums and gyms in fighting shape.

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RIDGE RACER 64



Buckle up and hit the gas! NAMCO's high-velocity racing series turns rubber for the first time on the N64. Prepare yourself for all of its twists and turns by turning to page 63.

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CYBERTIGER



Tiger Woods makes a larger-than-life appearance on the N64 in CyberTiger. Electronic Arts' new golf has six levels. Our tips will help you rocket up the leader boards in this lively links challenge.

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BIONIC COMMANDO



The NES classic makes a bionic grapple leap to Game Boy Color, and it looks better than ever. We'll help you make the most of your cybernetic abilities. Clow through our tips and maps.

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player's pulse

To all of the friendly gamers who responded to our request for opinions on video game delays: Thank you for some sound advice. We'll take your thoughts to heart. To the anonymous e-mailer who sent 4,000 messages that said "Perfect Dark Now!" over and over: Thanks for giving us finger cramps in our deleting digit!

The (Perfect) Dark Side

In reply to the *Write Away* Right Away in issue 126, you should always make a game as good as it can be. But I think that you shouldn't give a release date until you are very sure that the game can come out at the time you say it will. I can wait, but I was hoping to buy *Perfect Dark* during the

holidays. Oh well...you did the same thing with *Zelda: Ocarina of Time*, and all I can say is I'm glad you did.

William Niess
Alpharetta, FL

If you can't commit to a date, then be vague. Don't announce dates unless it's absolutely necessary or you know it's a release so huge it can't possibly miss its date.

Dexter
Via the Internet

I don't think companies should release a date about a game until they have thoroughly tested it and it needs no other changes. Then their release date would be right on, unless there was a problem getting it made or delivered to stores.

Patrick O'Healy
Via the Internet

I think they should do the best they can on games and shouldn't give the release date until they're all done fixing the bugs and all that bad stuff! I buy games all the

time and to be honest, not all of them are great. I would rather buy a great game and have fun with it for longer than an average game.

Lucas Pearson
Thief River Falls, MN

I think that delaying *Perfect Dark* so you could make it as good as it can be was a good choice. But I think that delaying for more than six months would be a bad decision because we would get sick of waiting! Besides, we want to know what the great difference will be. Better graphics, more story, more levels—what's the delay for?

Jose De La Torre
Meywood, CA

I think it's okay to release games late. As the great George Lucas noted, "A famous filmmaker once said that films are never completed, they're only abandoned." I'm sure the same applies to video games, so let's cut those game-makers a little slack!

Scott
Via the Internet

I think you should make a game as good as it can be by fine-tuning it. If you did put it out earlier we wouldn't have as much time to bug our parents to buy it.

Joe Riemann
Via the Internet



Joseph Bertini • Star Line Characters, Chicago

every game on the market seems to be delayed. True, this brings a higher quality game, but delays can sometimes be a hassle.

Alex Hebb

Via the Internet

Wow. We were expecting a flood of angry letters complaining why. WHY, WHY?? Did they delay what will undoubtedly be one of the greatest games of all time? But instead, the vast majority of letters we received indicated that gamers saw the wisdom in taking the time to produce something truly great rather than forcing a sub-par product out to meet a release date. True, it would be nicer not even to give a release date until we're positive when a game will come out, but since bug testing isn't finished until barely a month before a game comes out, developers can't wait that long. On the flip side, people want information on when a game will arrive, and you need to give people time to save up for their favorites. We'll keep trying our best—thanks for being so patient. And by the way, it'll be worth the wait, because PD is looking absolutely incredible!



Jason Montemonte • Ripart, Pennsylvania



Kristin Duder • Alisa, Berlin

DK Digs Dolphins

I recently beat DK64's King K. Rool for the second time after I collected every item in the game and found to my surprise a lot of extra stuff after the initial ending. Now, there is something that I am very curious about. Inside Donkey Kong's house, there is a picture of a dolphin hanging on the wall. The same picture shows up at the end of the game, when Ganley is holding auditions for something. Are these cartoonish from DK64, or are they auditions for the next Donkey Kong game, which will be on the Dolphin system?

Jake

Via the Internet

Oh, these sneaky little monkeys over at Rare have done it again! In the fine tradition of Banjo-Kazooie, they've managed to sneak an egypt game by leaving us with tantalizing hints of something on the horizon. Obviously these dolphin pictures have to mean something, and we're willing to bet you're on the right track as far as what Rare's implying. It boggles the mind to think about what they'll be able to do with our next generation machine!

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9733



Mark Brant • Clatsop, Washington



Steve Torres • Pembroke Pines, Florida

Crayola Communities

One day I was in class, doing work as usual, when the PA came on and said that the word of the day was *venetian*, which means a vivid red. I realized that it is one of the cities in Pokémon, at which point I thought of the other city names having to do with color: Lavender Town, Indigo Plateau and Pochina City. I looked up all the cities and realized the list went on—Saffron (yellow-orange), Cerulean (sky blue), Viridian (chrome green), Pewter (adventurous), Cinnabar (a type of red) and Saffron (light sea-green). I have two questions: Why did they name them after colors, and what about Celadon City and Fallet Town?

Jake

Via the Internet

Good spot, Josh! As far as the city of this pigment phenomenon, we're not completely sure. Perhaps the people of Pokémon Island are just a colorful bunch (your laugh track here). And for your other question, celadon is a grayish-green color that harkens back to a Chinese overseas glass, and pallet has color implications as well, although it's spelled differently.



David Brant • Chattanooga, Tennessee

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power charts

All right, it's been two months since

the Pokémon Snap coup d'état—you can stop sending in letters demanding that Zelda and Bond be given permanent honorary positions atop the Power Charts. As you can see, they're making themselves comfortable once again, thanks to all of your votes!

NINTENDO 64 TOP 20

1

THE LEGEND OF ZELDA: OCEANIA OF TIME



No big surprises on the N64 this month. The big names continue their reign of the charts, while the sci-fi bug blix for Jet Force Gemini makes a predictable rise to the four spots. We're betting Juro, Wile and Lupus won't stop until they break into the top three.

2

GOLDENEYE 007



3

SUPER SMASH BROS.



| RANK | GAME | COMPANY | WEEKS | SCORE |
|------|--------------------------------------|-----------|-------|-------|
| 1 | THE LEGEND OF ZELDA: OCEANIA OF TIME | NINTENDO | 1 | 16 |
| 2 | GOLDENEYE 007 | NINTENDO | 2 | 18 |
| 3 | SUPER SMASH BROS. | NINTENDO | 3 | 8 |
| 4 | JET FORCE GEMINI | RARE | 5 | 2 |
| 5 | POKEMON SNAP | NINTENDO | 4 | 6 |
| 6 | SUPER MARIO 64 | NINTENDO | 13 | 41 |
| 7 | RAMBO-642000 | NINTENDO | 10 | 19 |
| 8 | STAR WARS: ROGUE SQUADRON | LUCASARTS | 8 | 13 |
| 9 | MARIO PARTY | NINTENDO | 18 | 17 |
| 10 | ARMY MEN: SARGE'S WIFIOF | 3DO | 9 | 2 |
| 11 | MARIO KART 64 | NINTENDO | 17 | 18 |
| 12 | WOLF AMTITUDE | ACCLAIM | 6 | 2 |
| 13 | MLR BLITZ 2000 | WINDY | 7 | 2 |
| 14 | STAR WARS: EPISODE 1: RAJIE | LUCASARTS | 10 | 6 |
| 15 | MARIO GOLF | NINTENDO | 12 | 3 |
| 16 | GAMBIT LEGENDS | WINDY | — | 1 |
| 17 | MCW/WWO REVENGE | TNO | 15 | 15 |
| 18 | COMMAND & CONQUER 64 | NINTENDO | — | 4 |
| 19 | STAR FOX 64 | NINTENDO | — | 31 |
| 20 | TUROK 2 | ACCLAIM | 19 | 15 |

GAME BOY TOP 10

1

POKEMON



It's also business as usual among the Game Boy elite, and while Pokémon and Link don't appear to be invaded anywhere fast, one can't help but wonder about Super Mario Bros. DX, which debuts at number five. Can the all-time NES classic make a name for itself all over again?

2

THE LEGEND OF ZELDA: LINK'S AWAKENING DX



3

POKEMON PINBALL



| RANK | GAME | COMPANY | WEEKS | SCORE |
|------|--|----------|-------|-------|
| 1 | POKEMON | NINTENDO | 1 | 15 |
| 2 | THE LEGEND OF ZELDA: LINK'S AWAKENING DX | NINTENDO | 2 | 12 |
| 3 | POKEMON PINBALL | NINTENDO | 2 | 5 |
| 4 | JAKES PIANO DUT | NINTENDO | 4 | 22 |
| 5 | SUPER MARIO BROS. DX | NINTENDO | — | 1 |
| 6 | SUPER MARIO LAND 2: A GORDON COUR | NINTENDO | 5 | 16 |
| 7 | FINAL FANTASY LEGEND 3 | SQUARE | 6 | 27 |
| 8 | DONKEY KONG LAND 3 | NINTENDO | — | 27 |
| 9 | HARVEST MOON | NINTENDO | — | 10 |
| 10 | FERRIS/OX | NINTENDO | — | 15 |

1. POKEMON STADIUM (N64)
2. DOLPIN
3. DONKEY KONG 64 (N64)
4. POKEMON YELLOW (GAME BOY)
5. HARVEST MOON (N64)
6. PERFECT DARK (N64)
7. SUPER MARIO 64 2 (N64)
8. WRESTLINGAMMA 2000 (N64)
9. RESIDENT EVIL 2 (N64)
10. JET FORCE GEMINI (N64)



MOST WANTED



Lindsay Elliott • Paris, Michigan

games to go with them? And who plays N64 with her grand-children? Can you imagine how many games we've been through over the years...and how many are still to come? I got my 79-year-old father a subscription to Nintendo Power and an N64 last Christmas—he enjoys Star Fox 64 and Rogue Squadron and kicks butt on The Legend of Zelda: Ocarina of Time. To all you youngsters out there—remember, someday you may be an adult, too...playing Nintendo.

Graham Kim
Alhambra

You're doing great, Graham Kim! We don't think fabrication is meant to exclude kids from the fun, but your point is well-taken. When we hear about so many generations coming together and having fun playing Nintendo with the whole gang, it makes us want to go home and call our families...and then invite them over to thoroughly stomp them at Super Smash Bros!

He Shoots, He Scores!

My son is eight years old and

has been playing hockey since he was four. Up until this year he had never scored a goal. This year he scored his first goal on an amazing move that left all the coaches dumbfounded. Upon his return to the bench all the coaches asked him, "Where did you learn that?" He said, "I tried it on Cujjo, Belfour and Roy and it works every time." Of course, knowing these were NHL goalies, everyone thought he was a touch delirious. When asked again he insisted that he did it every day...on NHL '99 for the N64. Later in the locker room the coaches announced that our next on-ice practice would be cancelled so that the kids could spend more time with NHL '99. When we went home that night, my son

showed me the move on the N64. He was absolutely right. Now he's one of the top scorers in the league!

Nelson Anderson
Toronto, Canada

That's the best sports story we've heard in a long time. Although your son had better hope that Cujjo, Roy and Belfour aren't subscribers—they might get a little angry that he's receding them on a daily basis!

Hooked on Phonetics

Do you pronounce the Metroid heroine's name Sa-meen, Say-mee, Sah-mee, or Saa-mee?

Ben Lee
Via the Internet

We actually see a silent "j," and an unstated and pronounced end as it rhymes with "moan." No, the problem is, to me none whatsoever about the mysterious beauty hunter is from, so we can't know for sure the correct pronunciation. For the record, though, here are some pronunciations that we do know: *Pokemon* is pronounced "Po-KAY-ee-ee," *Pidgeot* is pronounced "PI-JAY," and *Harvard* is pronounced "HAY-wald."



Shirley Le • Dallas Grove, California

WRITE AWAY RIGHT AWAY!

This month, we're going to make like video game producers and try to promote your needs. Here's the numbers, which is worth 100% of your first grade. If you could select one famous Nintendo personality and ask him or her for its one reason, who would you pick and what would you ask? And please, folks, no essays—Player's Pulse is only four pages long!

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Star Wars: The Force Unleashed - Lucasfilm Ltd.



Disney's



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TARZAN™



Hang on to your loincloth, big game hunters, because the Lord of the Apes is swinging to the N64. Just in time for the home video release of Disney's Tarzan comes Activision's tree-surfing, chest-beating expedition that deserves to be king of the jungle.



THE MODERN PRIMITIVE

Just like its hero, Activision's one-player game deftly refines old ways into the new. Evolving the 2 1/2-D genre, developer Eurocom has created a chest-thrust adventure that looks and feels 3-D deeper its sidescrolling foundation.

Jane



Though you'll play as Young Tarzan and Adult Tarzan for most of the game, you'll play as Jane in the Rainbow Dance.

Terk



In the first two levels, Terk will give you whatever you need, or Terk Tokes. In Level 8, you'll play as her.

Tantor



Hop on Tantor's back in Power-Jump to high scores in Bonus Levels 9 and Level 10, he'll serve as transport.

Kerchak



Kerchak the leader of the ape family, isn't eager to let a human into his clan, so Tarzan must prove his worth.

Kulu



Tarzan's adoptive dad is always willing to be there for him, but, in the game, also more likely to be a floating camera.

Professor Porter



Tarzan the foremost expert on gorillas, swing into the Digging Menu that Professor Porter presides over.



OUT OF AFRICA

Tarzan may be a human, but the Lord of the Apes can hunch himself over and swing from vine to vine with the best of them. To be sure, attack up on the helpful weapons and collectibles hidden in the heart of Africa.

Power Fruit



By hitting it or bottom C in the default Control Pad setup, you can transform Wajiro. Fruit to defeat enemies.



Double the potency of your firepower by using Purple Fruit. When you find some, hit a cart to equip your new ammo.



Use Red Fruit to deal with multiple enemies. Upon impact, the projectile will split into a pulpy stream.



The most powerful of jungle fruits is the Blue Fruit, since it blasts all enemies in the immediate vicinity.

Bananas



Reverse the polarity of your fruit fire by standing before a glowing tree and hitting Z, you can launch some bunches down to your fi.

Sketches



Collect four of a level's Sketch Pages to unlock the level's Bonus Level, a timed token-collecting spree.

Tarzan Letters



Collect the T, A, R, Z, A and N hidden within a level to unlock a Story Screen contained in the Options Menu.

Tokens



For every 100 Tokens you snatch up, you'll win an extra life. Rush up levels by reapplying water levels.

Knife



Once you find the Knife hidden in your level, you'll be able to slash by hitting top C and jib by tapping right C.

Jane's Parasol



Teach the Parasol to finish exploring an area in Level 8, use it to clear your score-rushing path by hitting B.

SAVAGE WAYS

Though it's akin to sidescrollers, the game often serves up rotating scenery and 360-degree mobility. But true to its sidescrolling heart, Tarzan's game play emphasizes collectibles. As always, the trick is how you reach them.

In the Jungle's Deepest, Darkest Regions



Enemies often hide on underground or in crates. Pound the bright walls on the jungle floor to create easy-to-reach collectibles or explore open-air niches you've jumped over.

The Lord's a-Leaping



Planks, springs, branches and animals serve as airroads for high-flying Power Jumping. To super-frost the scenery in this category level, stand on one end or pounce on it to catapult yourself.

Gardening for Goodies



The jungle's exotic plants blossom with Bananas and Power Fruit. Harvest them by pouring the ground beneath banana trees and stabilizing or bombing the brown flowers—just don't land on them.

Dragging Your Knuckles



Press Down while walking to crawl under tables. Since you travel along branching "tracks," crawling under a table may take you down one path, while climbing over it may take you down another.

Care Packages



If you land on a cone that wobbles beneath your weight, repeatedly press the Z button to pound the base. By stabilizing it, you'll be able to wrap your mitts around its collectible contents.

Surf's up...In the Trees



Wave some of the forest's most delicate elements by talking to the trees and swinging across their branches. Items will appear in the middle of the branch or to either side, so lean accordingly.

THE BABOON CHASE

For most of the game's 13 levels, you'll play as the Lord of the Apes. Rather than cover the more basic stages dedicated to Young Tarzan in the game's first half, we're jumping right into the thick of things, beginning with the first level dedicated to

someone who doesn't wear a loincloth. In the forced-scrolling level, The Baboon Chase, you'll play as Jane. Since she constantly will be on the go, don't let her haste make waste by breezing into the Letter and Sketch locales below.

Flow of the Game

The Baboon Chase

Locality of Age
Apes' home

- The Baboon Chase
- Bombing the Camp
- Capote's Concoction
- Journey to the Treehouse
- Rescue the Boat
- Escape to the Rescues
- Conflict with Clayton

Follow the Tokos



After you reach the bend beyond the first Sketch Piece, the path will straighten out. Follow the trail of Tokos down this straightaway to run straight into the letter R.

T Is for Tarzan



Level 7 rolls by amberly to Level 8, The Starboard. Jane will always race forward as the crazed baboon pack pursues her. Contrarily, sideways movement is spent through the T.

Jane Says... "Ah"



Dodge red hap over obstacles like branches, roots and scaring animals. If Jane hits one, she'll spin off the branch and that's bad with Tokos and letters like the first A.

First Sketch Piece



As you dash in at the two branches that arch over your path, pump to avoid the falling center. If you clear it, you'll be able to sever left to snatch the Sketch Piece.

Follow the Tokos



After you reach the bend beyond the first Sketch Piece, the path will straighten out. Follow the trail of Tokos down this straightaway to run straight into the letter R.

On the Edge



The gray monkey just charges from the upper-left corner will head for the Sketch. If you jump over the same, you'll leap through the Sketch and across the upcoming pit.

Catching Some Z



After landing at the Z, you'll reach another pit. If you miss any items, you must sacrifice a life by falling into the pit so you'll be able to restart at the bushel and nab the left ones.

Me Tarzan, You Jane



You won't be able to explore the bushel since Jane sweeps Jane off her feet once they'll be out past a Sketch. You'll also surf past a Sketch, so lean to the right as you lock the first branch.

Lean into It



Press B to open your Parrot and shield yourself from incoming balloons. Since no diagonal movement is required as you surf, the Control Pad may give you a little extra to lean to the right for the A.

It's All Right



Like the third Sketch Piece and the second A, the hawk flies along the right edge of your branch "hook" lean into it, then quickly hop over the wall above your path.

The Final Sketch Piece



The fourth and final Sketch Piece bows to the left of your tree surfing path. An overhanging branch blocks your path, so press Down to duck as you sway left for the Sketch.

Free Surfing



If you engaged all four Sketch pieces, you'll fly the tree route, Level 8. Now, too, you catch a new branch to peek at Tokos. Be the first, too, to catch your next one.

TRASHING THE CAMP

level 4. Trashing the Camp, returns to the game's sidescrolling format, but this time you'll set out as 1909 safari Turk. For the most part, you'll monkey around with a single path that stretches from left to right, but you might stumble upon a

branching route that descends into the foreground. It all depends on how you approach things. Venture over a box or table and then retrace your steps and go through or under those objects to uncover the invisible forks in your path.

A Box of T



Begin the level by heading left to snag the Tokan behind you, then stride to the right and you reach the first crate. You can smash any box that wobbles, and the first one contains the T.

Terkish Delight



Reach the A that floats high above the table, walk to the saws and park yourself on the low end of the teeter-totter. When the giraffe launches you, fly to the left.

Teetering to the R



Become a frequent flyer on the saws by boarding it again, but fly to the right instead. When you land on the tent, bounce to the second canopy to spring into the R.

Flipping Out



Bear's temple through the site, and near their sleeping grounds is a plank that serves as a springboard. To Power-Jump off it onto the Sketchoverhead, press and hold A.

Running with the Bears



After stepping off the springboard, run the base as a speedo by reversing direction and heading through the crate that supports the plank. The next box you see contains the Z.

Booth Bouncing



Once you have the Z, go against the flow and bridge past the incoming bears. Climb the tent pole and cross the canopy, then leap onto the table to reach the Sketch.

Letter Box



Just past the ape that's rearranging through the box filled with books and letters is a crate. Hop over it, then walk left to enter the open side and climb to grab A contents.

Teeter Tower



The saws that will catapult you to the Sketch atop the box tower near the Butterfly Checkpoint. Walk through the bottom loop in the tower to reach the teeter-totter.

Box Top



Hovering above the box stack between the tents on the R, the next doorway is a well double as a slipstool, but if you've already smashed it, you'll have to spring to it from the tent canopy.

Fourth Sketch Piece



Walking over the table will sink you down the road, while crawling under it will take you to the final Sketch Piece. Power-Jump at the top of the inclined plank to grab it.



CAMPSITE COMMOTION

In search of Jane, Tarzan rushes to Professor Porter's makeshift base, but what he finds is Campsite Commotion. The big hub-bub turns out to be that the crew is packing up to leave. Exploring the site to find the apple of his eye before she leaves, Tarzan

enters the first area of the game in which humans see a threat. Though the drugs are unarmed and passive, they'll harm you if you come into contact with them. Avoid mauling and rubbing shoulders with them to stay healthy.

T is for Turnaround



Head to the left as soon as you begin the level. Spring from the yellow flower towards the logs, hop over the monkey, then grab the vine to step up the T on the branch.

In a Tree



After collecting the T, make a long jump off the right end of the branch. When you touch down, you'll land on another branch where the first Sketch Piece is nested.

A is for Acrobatics



Jump on the high end of the seesaw. When the counterweights pop down on the opposite end, it will launch you. Slide to the left to land on the plank, then Power Jump to the A.

Trampoline Tent



Return to the seesaw and launch yourself to the right. When you land on the tent, you'll have enough spring in your step to Power Jump to the second Sketch Piece.

R House



The R is housed beneath the tent tagged by the second Sketch Piece. Exit the tent roof on the right side, then walk to the left to enter the shelter and clear your canvas.

Z in the Box



At the ramp, walk through the open-ended crate, either time-dodge or use the planks. Jump over the first crate you pass, then turn around to grab the Z inside.

Third Sketch Piece



After you pass the crate the I runs down with boxes being around there to collect the letters that spill out, second the plank, then head right and go through the crate to grab to the Sketch.

Box by the Sketch



Below the third Sketch Piece is a wobbly crate. Inside it without coming bouncing and pouncing to knock the boxes. Litter that package within.

Roll out the Barrels



Jump the rolling barrels to reach the plank. Once you cross the check point at the end of the ramp, walk to the right to take a detour that leads under the plank and to the Sketch.

Pass the Parrots



If you approach Jane and the Professor from the left, you'll finish the level top score. Make Tokans avoid slower but not and to the right of them, making the N by the trail box. Lower

Tarzan's Escape



Following Jane, return to the yellow flower down the path of Tokans and Power Jump. The path ahead isn't jump, an orange through trees and large obstacles to stay on course.



JOURNEY TO THE TREEHOUSE

Tarzan becomes Jane at the camp and decides it's time for her to meet his family. The only problem is that they're gorillas. None too pleased when the humans arrive, Kerchak becomes enraged. To help confused Tarzan grapple with his blurred

imagery, Kala points him toward the tree house where the first found him. But the trip to self-discovery won't be easy. Bewildering branches and brittle logs pave the jungle path, so stay light on your feet on your journey to the Tree House.

Open Letter



Leap off the right end of the first log to reach the overhanging tree branch. After collecting the letters, leap to the left to reach the ending branch where the T is positioned.

A Sketchy Situation



Another pop lies beyond the web course that you must swing over. Before jumping to the ledge where the target of drama sits, follow to the pop and travel to the left.

A Weighty Situation



The A hangs high above a pit, but the log that you must leap from will snap under your weight. Quickly jump onto the log, then leap to the right to secure the A and a safe landing.

R is for Rhino



If you lose fruit at the rhino, both sides, it will turn around and charge you. Lure the beast to the thorn patch, then Power-Jump off its back to reach the R's overhead branch.

Rhinoceros Sketch



Make the rhino charge by throwing more fruit. It'll lean to the log to the right so the rhino perks beneath the branch where the Skatish lingers. Bounce off the rhino to reach it.

Crocodile Fears



Drop on the unbraiding crocodile path when it's facing right. Seag the Sketch, then return to the log by the checkpoint to take to the tree and cross the wet wayway as usual.

Z on a Tree



Swing off the vine to cross the crocodile via the way. When you land on the branch with the Checkpoint Butterfly, run to the end and jump up to reach the Z's branch.

Free-falling



After your foray into the trees, you'll return to solid ground. Fortunately, Jane will attack you. Climb the tall cliff to evade them, then dive left off the cliff to free-fall into the A.

A Prickly Situation



Be suspicious of the unusually small thicket of thorns. If you jump over it from the right, you'll be able to grab on to the ending branch to your left that leads to a Skatish.

The N in Crow's Nest



Take a few steps on the rickety bridge. Turn around, then leap to the crow's nest, where you'll find the N. Return to the bridge, jumping as you cross it to avoid falling through.



Jungle Jargon

Level 8th course: I've been sensitive to the one in 5 making the Crow. Focus on a subtle hint to maximize your Tahn intake time.

ROCKIN' THE BOAT

When you set sail in the boat level, you'll have freer movement than before. To label Disney's Tarzan as a sidescroller is to sell it short, since most levels—especially this one—provide quite a bit of mobility in all directions. Appropriately

named, *Rockin' the Boat* shakes up things since you'll have total freedom of movement for most of the sailing level. And unlike in previous areas, you won't be journeying from left to right since you can navigate the boat from all angles.

Box Rocks



Travel to the left, then wait for the sliding boxes to slide into the foreground. Hop onto the left crate, then jump to the T above it before the crate slides down the deck.

Sketch and Lever



Slip behind the ladder by the T and follow the deck. Grab the Sketch at the end, then walk by the lever that will automatically trip and activate the rope back to the right of your starting point.

Upper Deck



By tripping the switch, you'll lose the way the crate the T blocks your way to the foredeck. With them removed, you'll be able to climb up the ladder and reach the letter A.

Around the Bend



Once you've collected the A, continue along the foredeck. Your U-shaped path will lead you to a Sketch. After grabbing it, jump onto the box at the bow to grab the rope.

Smokestack Sketch



Travel across the rig to the other side of the ship, working your way to the smokestack. Hop onto the box with the plank, then jump to it again to the box to pick up the Sketch.

Stern Advice



Continue heading left to reach the back of the boat and the sawhorse. After avoiding the dock orbiter, wander the rear by R and T to activate the gunning.

Diving In



Return to the foredeck. Hop onto the crate at the bow, but instead of grabbing on to the rope, walk to the right and hop onto the steel girder. Dive off it to claim the Z.

Decked Out



To collect the second A in "TARZAN," head for the ladder near the T. Climb it, then hop your way across the deck to collect the T. Take on your Tarzan Letter.

N at the End



The final letter you'll need isn't too far from the A you've just collected. Continue hopping across the deck collecting more letters. At the end you'll find the N.

On the Way Up



Jim's Pole is posted at the top of the smokestack. Follow the rope back to the stack, then climb its ladder to reach the final Skatch Pole and last remaining Tarzan Letter.

Jungle Crafts



First, descend down collecting 11 boxes with a monkey sitting inside. If our advice you've got to be lucky. Continue down the waterfalls, since it takes a while to regain weight.



TARZAN TO THE RESCUE

Thinking that Tarzan is occupied on his bear, Clayton and his men have captured the apes and imprisoned them in cages. Tarzan, who abandoned ship, reaches dry land and sets out to free his family. On his way, he'll team up with Tantor to charge

through Clayton's camp. There, Clayton's thugs will attack the Lord of the Apes, and, unlike in previous levels, they'll be tougher to defeat—Fetch Power Fruit after Power Fruit as Clayton's goons to show them who's king of the jungle.

T Time



Though the crates are inside in the time a clearing, wait's needed when you land on them, you'll still be able to swim back in. Dash over the middle box on the left for a letter.

On Shore



Keep your feet dry and free from peril while trying to happen on the crates to cross the pool. When you reach the opposite shore, the first Sketch-Photo will be waiting for you.

Croc's Letter



Stay on the log to avoid the bats and head to the left shoulder to reach the A guarded by a crocodile. If you jump to the A, you can clear the croc and safely land on the letter.

Water Skipping



Like the first Sketch-Photo, the second Sketch-Photo is on a bank by a water-infested pond. If you accidentally take a dip, jump repeatedly to work your way to shore.

Riding Tantor



On your highest rail, steer Tantor into each box pole and dig through eggs. If you hit every one, you'll earn a letter. You also will reach the R if you can duck the first branch.

Watch Your Step



Steer Tantor around the dirt, circular patches of ground to avoid falling through the breakaway floor. While dodging them, grab the Z, then immediately duck the branch behind it.

At Your Feet



When Tantor rears up the jet in front of the area bathed in red light, Tarzan will plummet out the hole. After safely landing, you'll find a Sketch at your feet.

Thug Slapfest



Before you can reach the A, you must defeat the shy blue thug who throws fruit. Take out his barrel-passing partner, then pull the big log to win safe passage to the letter.

Bombs Away



The giant bomb will fall on you if you walk under it. Toss Purple Fruit at the thug running the pulley to make him drop it. Once the bomb is close follow the trail to the Sketch.

Three Thugs



Defeat the thugs in the final area to clear the N without opposition. Since you can't harm Clayton, who will stay by the Parasol, focus your fruit bar rage on his trio of fruit thieves.

Free Sketch-Photo



Once again, Tarzan takes to the air to avoid and then you go up. Tantor. This time around, you'll not only be able to jump on the trail thug before, so be ready to duck or jump.

Conflict With Clayton

As Clayton punishes you, throw Power Fruit at him to buy the lead and enough time to search the letters. At the top, duck his knives, jump his chest, then attack when he passes.



The Future of Auto Combat



Look for the Vigilante B: 2nd Dirense
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THE WORLD IS YOUR SOCCER FIELD

Much of the planet eats, sleeps and breathes soccer—inventing all their sporting fervor in their nations' premier teams. World League Soccer captures the spirit of this international competition, giving you access to a slew of top teams from the far corners of the earth. You can pit them against each other in a wide variety of competitions and settings.



Meet the distinctive players and teams as they take the field and the crowd's and crowd's of cheering enhance.



Digit your device for some gold box confessions. The camera will save their leap as you and your opponent's aim for the net.



STRIKE INTO FOREIGN TERRITORY

FAKE OUT

If you have a single defender facing off against you and it needs open field beyond him—try pulling a fake to move around him. Make a quick turn to get him facing the wrong direction then pull away. You may have to give a couple of tries before he takes the bait.



UP, OVER AND IN

Putting up a crossing pass by hitting the B Button while holding the R Button is a tried and true tactic for setting up a shot. It pulls a defender away from the center of the field and gives you several scoring options, like a header or a bicycle kick.



TOUCH AND GO

You may need to look to your teammates for a quick assist getting past defenders away from you. To maintain control of your own play and tap the ball away for a quick return pass, double-tap the A Button the instant for the open space.



BUTTERFINGERS

The CPU-controlled goalkeepers are pretty good at getting in front of your shots, but that doesn't mean they trap and control everything that comes their way. Stay alert as you follow your shot. The ball may pop back out and give you a second opportunity.



THE KNOCK-ON

Controlled dribbling isn't necessarily a good thing when you've got a defender right on your heels. To get around a defender's assault, tap the B Button while running down the field. You should be able to pull away, but watch for defenders in front of you.



LEADING PASS

You may not have time for hesitantly ball movement when attacking the goal—the keeper tends to come after players if they take too long trapping a pass. Instead, hit the left C Button to send a straight ball to a teammate. He brings the leading pass on the run.



KEEP THEM OUT OF THE KITCHEN

TRY A TACKLE

A tackle on the run can be a tricky proposition. If you blockade the offensive player, the difficulty will think nothing of handing you a red card. Try to get alongside the player with the ball before taking his legs out from under him by pressing the B button.



PASS INTERFERENCE

Sometimes it doesn't pay to focus on the player with the ball, especially if he's turning down the avenue with no room to go but a pass. Look for a potential cross to the center of the field—or even a goosie volley to pass—then position yourself to pick it off.



GO AIRBORNE

You shouldn't necessarily count on your goalkeeper when the opposing team gets the ball in the air. Use the B button to send your defenders up to meet the high cross. A downward header will crush the play and take your goal out of jeopardy.



LINE DANCING

The beauty of playing soccer in the digital world is that you won't have to sit for the pain of blocking a direct kick yourself. Watch where your opponent directs the arrow for the kick, then position a line of players in the most probable path of the ball.



FIND THE RIGHT FORMULA

The same team can look very different, depending on the discretion of the coach. You can move players to different positions if you like, or change the distribution of players on the field, depending on the skill and style of the opposing team.



Customize your team on the pre-game menu screen. It's simple to make adjustments, from major offensive or defensive shifts to micro-managing individual players.

WORK WITH THE WEATHER

Unlike in some sports, the play in soccer continues regardless of the weather—nothing short of a tornado will send the players off the field. The Options Editing menu gives you weather conditions that run the gamut from hellish heat to slippery snow.

Pay attention to the field when the game begins. You may need to make some play adjustments if the field is wet or covered with snow. Ball speed and control can take a hit.



A GLOBAL PERSPECTIVE

The team selections in the International League are a veritable United Nations of soccer powerhouses. As the listed 1998 World Cup results for the first round indicate, the ability levels in the game may not always reflect real-world outcomes. Remember that France beat Brazil in the final.

| <i>AUSTRIA</i> | |
|----------------|----------------|
| UEFA | 3rd in Group B |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>BELGIUM</i> | |
|----------------|----------------|
| UEFA | 2nd in Group E |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>ARGENTINA</i> | |
|------------------|----------------|
| CONMEBOL | 1st in Group H |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>AUSTRALIA</i> | |
|------------------|---------------------|
| CAF | Did not participate |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>CAMEROON</i> | |
|-----------------|----------------|
| CAF | 4th in Group B |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>CANADA</i> | |
|---------------|---------------------|
| CONCACAF | Did not participate |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>BRAZIL</i> | |
|---------------|----------------|
| CONMEBOL | 1st in Group A |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>BULGARIA</i> | |
|-----------------|----------------|
| UEFA | 4th in Group D |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>CHILE</i> | |
|--------------|----------------|
| CONMEBOL | 2nd in Group B |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>COLOMBIA</i> | |
|-----------------|----------------|
| CONMEBOL | 3rd in Group G |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>CROATIA</i> | |
|----------------|----------------|
| UEFA | 2nd in Group B |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>CZECH REPUBLIC</i> | |
|-----------------------|---------------------|
| UEFA | Did not participate |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>DENMARK</i> | |
|----------------|----------------|
| UEFA | 2nd in Group C |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>ENGLAND</i> | |
|----------------|----------------|
| UEFA | 2nd in Group G |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>FRANCE</i> | |
|---------------|----------------|
| UEFA | 1st in Group C |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>GERMANY</i> | |
|----------------|----------------|
| UEFA | 1st in Group F |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>GREECE</i> | |
|---------------|---------------------|
| UEFA | Did not participate |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>HOLLAND</i> | |
|----------------|----------------|
| UEFA | 1st in Group E |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>IRAN</i> | |
|-------------|----------------|
| AFC | 2nd in Group D |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>ITALY</i> | |
|--------------|----------------|
| UEFA | 1st in Group B |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>JAMAICA</i> | |
|----------------|----------------|
| CONCACAF | 2nd in Group B |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>JAPAN</i> | |
|--------------|----------------|
| AFC | 4th in Group H |
| Skill: | ██████████ |
| Speed: | ██████████ |
| Offense: | ██████████ |
| Midfield: | ██████████ |
| Defense: | ██████████ |

| <i>MEXICO</i> | |
|---------------|----------------|
| CONCACAF | 2nd in Group E |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>MOROCCO</i> | |
|----------------|----------------|
| CAF | 2nd in Group A |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>NIGERIA</i> | |
|----------------|----------------|
| CAF | 1st in Group D |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>NORWAY</i> | |
|---------------|----------------|
| UEFA | 2nd in Group A |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>PARAGUAY</i> | |
|-----------------|----------------|
| CONMEBOL | 2nd in Group D |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>POLAND</i> | |
|---------------|---------------------|
| UEFA | Did not participate |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>PORTUGAL</i> | |
|-----------------|---------------------|
| UEFA | Did not participate |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>REP. OF IRELAND</i> | |
|------------------------|---------------------|
| UEFA | Did not participate |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>ROMANIA</i> | |
|----------------|----------------|
| UEFA | 1st in Group C |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>RUSSIA</i> | |
|---------------|---------------------|
| UEFA | Did not participate |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>SAUDI ARABIA</i> | |
|---------------------|----------------|
| AFC | 4th in Group C |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>SCOTLAND</i> | |
|-----------------|----------------|
| UEFA | 4th in Group A |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>SOUTH AFRICA</i> | |
|---------------------|----------------|
| CAF | 2nd in Group C |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>SOUTH KOREA</i> | |
|--------------------|----------------|
| AFC | 4th in Group E |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>SPAIN</i> | |
|--------------|----------------|
| UEFA | 2nd in Group D |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>SWEDEN</i> | |
|---------------|---------------------|
| UEFA | Did not participate |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>SWITZERLAND</i> | |
|--------------------|---------------------|
| UEFA | Did not participate |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>TUNISIA</i> | |
|----------------|----------------|
| CAF | 4th in Group G |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>TURKEY</i> | |
|---------------|---------------------|
| UEFA | Did not participate |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>UNITED STATES</i> | |
|----------------------|----------------|
| CONCACAF | 4th in Group F |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>URUGUAY</i> | |
|----------------|---------------------|
| CONMEBOL | Did not participate |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

| <i>YUGOSLAVIA</i> | |
|-------------------|----------------|
| UEFA | 2nd in Group F |
| Skill: | |
| Speed: | |
| Offense: | |
| Midfield: | |
| Defense: | |

WE'RE IN STOPPAGE TIME

With all the teams, features and modes in this game, you'll be playing for a long time before you see everything this title has to offer. You may want to log some practice time before you go for the cup.

Now You Can Go Ape on Nintendo 64!

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ACTIVISION



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classified

information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

ARMORINES

PS3 XBOX 360

THE FEW, PROUD ARMORINES CODES



Monster insects seem to be the trendy enemy of the day, and Acclaim's Turok-style bug rapper unleashes what is surely the oddest batch of creepy crawlies so far. And since the pests are hardly the huggable cast of *A Bug's Life*, you might need more than just your nuclear-powered armor suit to survive. To get an edge on the bugs, select Options (from either the main menu or your pause screen) to access Cheats. Select Enter Cheat, then type in any of the cheat words below to unlock a secret feature. The characters enabled by the CLAW, LEGGY and UGLY codes will work only in the Race Wars Multiplayer scenario.

CHEAT WORD

EFFECT

SDVIC

ACTIVATES FAST RUN

CLAW

UNLOCKS EGYPT WORKER BUG

LEGGY

UNLOCKS HIVE GUARD BUG

UGLY

UNLOCKS HIVE WORKER BUG



ALL WEAPONS

Type in UNDAGED to access all of the possible weapons for your current level. Since the code instantly rewards you with the special weapon that's unique to the area you're exploring, don't expect to see something like the Staff of the Pharaoh unless you're in Egypt.



PEN AND INK MODE

The Pen and Ink Cheat has become one of Acclaim's trademark codes, and the area frame mode pops up in *Armorines*. By entering in SHITTY, you'll clear your view of the graphics, reducing the graphics to outlines.



THE SLEISMAN OF FATE

DON'T DESPAIR, PLAY AS HIM, TOO



The most common cry heard on TV's *Xena: Warrior Princess* is "Buckle on!" (unless you count Xena's oft-quoted "Ae-e-e-e-e-e!" and, on...and on... The path of jousting is grueling, and it's a long road to Despair, the game's final boss. To reach the demon sooner, enter the first sequence detailed in the chart. That code and all of the following cheats will make the battling more interesting. Perhaps the code will be just cool enough that they'll send you jousting for joy, yelping "Ae-e-e-e-e-e!" like a little warrior princess.

DESCRIPTION

BUTTON SEQUENCE



UNLOCK DESPAIR
AS A PLAYABLE
CHARACTER



ENABLE XENA TO
FIGHT GABRIELLE
IN QUEST MODE



REPLACE GOD
DIFFICULTY WITH TITAN
DIFFICULTY



Before you can ask your character if Gabrielle or try any of the other cheats, go to the main menu. You'll have a sword click after you've finished the Control Pad sequence and another click after you've jousted at the control four-key sequence of C (Up), L (Left), R (Right), and C (Down).



Hidden character Goppeir boasts three special moves. Tap the Control Pad back, then forward and follow each with C. You'll see the character. To give it a dash, hit the Pad back then forward and four top tap C. For the Fire Blast, press top C and right C at the same time.



BONUS TEAMS AND OTHER KOBE KODES



This month you can get some NBA Courtside 2 codes that will boost the game's fun level above and beyond the rim. To achieve any code on the chart, you must first press the top C Button and bottom C Button simultaneously while viewing the main menu. By tapping both buttons at the same time, you'll access the Secret Rooms. Once you've unlocked the hidden area, press any of the C Button sequences on the chart, then begin a game. You can turn on only one of the Secret Rooms codes at a time, and each code will remain active for one game.

| DESCRIPTION | BUTTON SEQUENCE |
|--------------------------|-----------------|
| LONG NECKS | ▲, ▲, ▼, ▲, ▼ |
| TINY HOME TEAM | ▲, ▼ |
| TINY AWAY TEAM | ▲, ► |
| BOTH TEAMS TINY | ▲, ►, ▼ |
| BIG HEAD HOME TEAM | ▲, ▲, ▼ |
| BIG HEAD AWAY TEAM | ▲, ▲, ▼, ► |
| BIG HEADS FOR BOTH TEAMS | ▲, ▲, ▼, ► |



SPECIAL TEAMS

To unlock the Left Field Lefties, Net or No Game or No Net or No Players, highlight Quick Play or Season Play on the main menu, then press the right C Button and A Button simultaneously.



VIEW CREDITS

Watch the credits roll by accessing Season Play on the main menu. At the Season Play menu, press the top C and bottom C Buttons simultaneously to see who's behind the game. Jostle the Control Pad or Stick to scroll through the images.



GET READY 2 COME OUT SWINGING



If Midway's Ready 2 Rumble Boxing has got you on the ropes, enter Championship Mode and name your gym BRONZE, SILVER, GOLD or CHAMP to upgrade the status of the palookas you can train. Or, if you're just looking for a way to change your boxer's look, select Arcade Mode, then press the top C and left C Buttons simultaneously at the Choose Your Boxer screen. From then on, all of the boxers will be sporting their alternate duds.

BRONZE CLASS

Name your gym BRONZE to get all of the available Championship Mode boxer Bronco-class characters. After naming your gym with the code name, return to Arcade Mode—all boxers up through Kenno Omen will be available for use.



SILVER CLASS

By entering in SILVER as the name of your gym/arena, the Championship Mode fighters will be able to take it out with Silver certification. The code will also unlock all Arcade Mode pugilists up through Bruce Blake.



GOLD CLASS

To upgrade your Championship Mode boxer with Gold status, type in GOLD as the name of your gym. When you return to Arcade Mode, Net Daddy and all of the boxers before that will become accessible.



CHAMP CLASS

Now there's never one else to throw in the towel. Type in CHAMP as your Championship Mode gym name to boost your boxer to Champ status and unlock all Arcade Mode fighters through Eastern Black.



RESIDENT EVIL 2

NEW OUTFITS FOR BATTLYING EVIL

☞ Checking in with a whopping 324 Megabits, Capcom's Resident Evil 2 boasts ultrarealistic graphics and gore that's put us heart-stopping. Since the graphics look so good, Claire and Leon might as well look their best, too. To outfit the evil-slaying do-gooders with a different wardrobe, begin a new game on Normal difficulty, then work your way to the Raccoon Police Department without picking up any items. And make sure that you conserve the ammo you start out with, since you'll need it to defeat a special member.



Whatever you do, don't pick up any items. By traveling through the Raccoon Police Department gate and descending into the tunnel without collecting a single item, you'll ensure a heavy-duty zombie to appear downstairs. Shoot it, then grab the Special Key it was holding.



☞ In the RPD control room, use the Special Key to open the locker where the two outfits are. Leon will also assemble several items. But what to wear, what to wear? Just remember that dry cleaning doesn't remove zombie slime.

PAPERBOY

EXTRA! EXTRA! LEVEL SELECT CODE REVEALED!

☞ Hot off the presses comes the latest news on codes for Midway's NG4 Paperboy. The scoop is that by entering MAXSUBS into the Type-o-Matic, you'll be able to bypass all that paper route business and skip straight to whichever neighborhood you please. But just don't try this shortcut in real life if you happen to be a newspaper carrier—if you did, we'd miss out on our daily fix of current events and chuckles aplenty from mischievous Marmaduke and those sassy Family Circus types.



Select Options on the Game Menu, then choose Secret Codes. Pick New Code from the menu to access the Type-o-Matic, then spell out MAXSUBS to enable Paperboy's Level Select feature.



When you first turn on the code, you won't be able to access levels beyond Alcazar's Riv' Heaven. To skip to later levels, enter Alcazar's Riv' Heaven. After making it through the Level Change is notice, exit the menu—then all other levels will be open.

CRIMINAL MINDS

A FULL CRIMINAL MINDS COLLECTION

☞ Diving out a full arsenal of catastrophic vehicles, Criminal Minds: Carpool Chase Now (for Game Boy Color only) depicts a catastrophic world where vehicular assault is the scariest, and, even scarier, most words begin with "car." You just gotta toll with some things, we guess. Carps dies as well as full access to all of the special vehicles and modes, by using CRIMINALMINDS as your password.



☞ After you've entered CRIMINALMINDS as your password, you'll be free to roam on any track in anything from an airplane to farm machinery.

SPACE INVADERS

CLASSIC COIN-OP MODE

☞ Vintage video games are making a comeback, but most of them have gotten face-lifts. Space Invaders is no exception, but for those of you purists who prefer to defend the universe from blocky aliens rather than the new, more streamlined invaders, you can use a secret code to unlock the retro arcade mode hidden in Activision's Game Boy version of the game.



☞ Is that my spaceship or the Capitol building? Oh, wait—it's just the classic coin-op mode you can access by using 0123456789012345 as your code.

ROADSTERS

A FEW CODES FOR THE OPEN ROAD

Almost nothing beats the feeling of a cool breeze in your hair as you race down the open road in a convertible. Almost nothing, earning a quick \$250,000 easily beats that whole wind-in-your-hair moment, and a hovering megapop or a roadster with monster truck wheels isn't too shabby either. To enjoy any of those perks, pull into the Driver Select screen, then hit Z to rename your driver with any of the following code names. If you hear "Congratulations!" you've entered the code correctly. Keep renaming your driver to activate more than one code at a time.

HELIUM VOICES

All of the codes are case sensitive, so use a capital G followed by all lowercase letters when entering "Gsmurf" as your driver's name. By adding your driver with the new handle, all voices in the game will speak in the much-higher vocal range.



HIGHER RESOLUTION

If you're using the Wii4Ever HD Pak, you'll be able to activate the High Resolution Mode. Rename your driver "12345678" and make sure you insert a game between your Wii and the HD Pak to activate the sharper graphics that will reformat the game into a better look setup.



HOVER CARS

To hover around like a Lake Skywalker while being a podic, rename your Roadsters driver "Skywalker." The code will remove the wheels from all vehicles and enable them to cruise a foot or so above the ground.



MIRROR AND REVERSE COURSES

Rather than having to win the 2nd and 3rd Division Championships, you can unlock the reversed and mirrored courses by using "Anyone" as the new name for your driver.



MONSTER TRUCK WHEELS

Put up those fists by changing your driver's name to "Big Wheels." (As while it looks strange to see a roadster with giant wheels, it's even rarer to see it fly especially since you have the pit crew changed there.)



MORE MONEY

You normally begin the Roadster trophy mode of play with \$10,000 to your name. To increase your funds to a quick \$250,000, change your name to "hardbucks," paying attention to the lowercase and caps in the special code name.



RC CAR MODE

For more challenge, try naming an RC Car Mode, which shrinks your race into a toy scenario and lets you to view the game through the replay camera. Name your driver "Car Radio" to give the media spin.



SKY CAM

Enter "Chopper" as your driver name to try one of the cooler modes on the road. Scaring the game up into a top-down mode, the code activates the overhead "Chopper" camera and gives you a bird's-eye view of the goings-on.



TURN OFF ALL CHEATS

All of us stay in a habit until you're used to it, so turn off your cheats. You can also deactivate all codes by changing your driver's name to "cheatoff!"



SEND CODES TO:
 NINTENDO POWER
 CLASSIFIED INFORMATION DEPT.
 P.O. BOX 37032
 RECONARD, WA
 98073-0732

POKÉMON™

STADIUM

IT'S THE MAJOR-LEAGUE EVENT YOU'VE BEEN WAITING FOR—YOUR FAVORITE POKÉMON BATTLE IT OUT IN GLORIOUS 3-D! TAKE A SNEAK PEEK AT THE NEWEST POKÉMON ACTION INSIDE POKÉMON STADIUM.

LET THE GAMES BEGIN!

Pokémon Stadium is an all-new concept in N64 gaming—while it can be played as a stand-alone game, it comes bundled with a Transfer Pak that allows you to transfer data from a Game Boy Red, Blue or Yellow Pokémon game to the Pokémon Stadium Game Pak. You can use your very own Pokémon in all of the challenging battles—in marvelous 3-D!

It's definitely not a problem if you don't have a team of your own on a Pokémon Game Boy. You can create a team of Pokémon from a wide selection of masters included on the



You've caught 'em all on Game Boy—now you can transfer 'em all to full 3-D on the N64. What's more, infinitely reusing in 2-D, but it's downright dangerous in 3-D!



Pokémon Stadium cartridge. Within the walls of Pokémon Stadium, you will find all kinds of battles, from quick pickup games to full-out tournaments. Whether you're a Rookie or a Pokémon Master, you will find a battle or challenge to suit you in this pak o' plenty.

Let's say you are just getting into this thing we call the Pokémon game, and you want to jump headlong into some battles. There are several areas within Pokémon Stadium that allow you to do just that, including the "Battle Now" area where a pre-selected team of Pokémon is ready and waiting to battle.

But maybe you're a seasoned Pokémon Master, and you've got a Pokémon roster on your Game Boy Pak that's just waiting with all-stars. That's even better! You can use that team to challenge the best of the best in the Gym Leader Castle or to tackle the no-holds-barred, anything goes Prime Cup.

In addition, there are games, a photo gallery, a place to play your Pokémon game and a final showdown with the formidable Mewtwo also seen inside the Pokémon Stadium Pak.



Peach's debut in 3-D is shockingly good. The Electric-type certainly seems to be getting a lot out of it.





Night Shade



Rain Dance



Sky Attack



Hyper Beam

GET IN THE GAME, BOY!

One of the most exciting aspects of Pokémon Stadium is the fact that you can transfer data from your Game Boy Pokémon Pak of any color to your Pokémon Stadium game. The Transfer Pak (with your Game Boy Pokémon game snug inside it) plugs into the connector slot on the bottom of your Controller—when you turn on the N64, you will be able to select the Game Boy Pokémon game and transfer data, such as your favorite Pokémon, up to the Pokémon Stadium Pak and vice versa. Transferred Pokémon can participate in all the Cups, Gym Leader Castle, and Free Battles.



The Transfer Pak plugs into the bottom of your Controller and allows you to transfer data from your Game Boy Pokémon Pak.



The Transfer Pak also allows you to work with the data already on your Game Boy. Enter the Pokémon Lab, Professor Oak's research area, which contains a PC that lets you arrange your Pokémon and items on your Game Boy Pokémon cartridge quickly and easily. The Pokédex displays info about your Pokémon while a 3-D model of the Pokémon spins on the left.

Trading Pokémon is now easier, too. You can trade Pokémon between two Game Boy Pokémon games—as long as you also have two Transfer Paks.

The Game Boy Tower also makes use of the Transfer Pak. Just enter this Game Boy-shaped building



All new and improved, and found only in Professor Oak's Laboratory, it's the 3-D Pokédex, crammed with interesting facts.

in the overworld with your Game Boy Pokémon Game inserted into the Transfer Pak, select your Game Pak on the Select screen, and you will be playing Pokémon on your TV!

The Transfer Pak innovations that seem to spark even more excitement, however, are the two multiplayer options. You can challenge one friend to a battle match like the Cable Club matchups in the Event Battle area, or you and up to three friends can battle against each other with your own Pokémon in the Free Battle area. When three or more players battle, it becomes a tag-team match where anything goes and each Trainer controls his or her own Pokémon in the battle. If your friends have been bragging about their Pokémon, here is your chance to see whose Pokémon are really the best!



In the Game Boy Tower, you can play your Pokémon game on your TV and give your Game Boy a break.



Up to four players can participate in the Free Battles, or you can play alone against a practically unnamed computer opponent.



Wishful



Leafy Kiss



Ekazari



Fire Spin



ENTER THE STADIUM

When you venture inside the Stadium, you will find four very different tournaments to challenge you, each requiring a different strategy and combination of Pokémon.

The Poké Cup is the official Pokémon League Tournament, which allows Pokémon between levels 50 and 55, and the total for the three battling Pokémon can be no higher than 155. Strategically, this cup requires a balance between raw power and careful planning.

For a flat-out power struggle with seriously tough computer players, look no further than the Prime Cup, in which your enemy Pokémon can be of any level—but your enemies will always be level 100 and sporting some seriously unexpected abilities.

Only the smallest Pokémon can participate in the Petit Cup, which actually has a height limit of 6'8"—that's small in Poké-

terms—and a maximum weight of 44 pounds. To keep it interesting, a level limit of 25 to 30 is also enforced.

More small Pokémon are found in the Pike Cup, which is limited to Pokémon between levels 15 and 20. Both of the cups featuring the smaller Pokémon require more thought and preparation—with low HP, it's easy to faint after taking only one hit. After you've completed all the Cups and the Gym Leader Cortie, Mewtwo will challenge you to a battle.



You'll face a lot of different types of Pokémon in the cups, including Poison-types like the Sledge-of-the-Gears.

GYM LEADER CASTLE

Battles in the Gym Leader Castle, the Stadium and the Free Battle areas are played with your own Pokémon, the rival Pokémon that are included on the Game Pak, or a combination of both.

If you've played Pokémon Red, Blue or Yellow, you know that you must challenge eight Gym Leaders to win Badges on your way to becoming a Pokémon Master. If you want to master all of Pokémon Stadium, at some point you'll

have to storm the Gym Leader Castle. You will have to defeat three Trainers before you can battle each Gym Leader—and if any one of the four defenses you, you'll have to start all over again until you win every battle within the gym.

At the top of the castle, the Elite Four wait to battle anyone who can make it through the first eight challenges. And, as usual, your Rival has managed to beat you to the very top of the castle. You have to defeat him, or it's back to the Elite Four you go. After you've completed all the Cups and the Gym Leader Castle,

Mewtwo will challenge you to a battle.

Kabuto has clearly met its match in the battle—it's thrown the ball again and called a day. Perhaps the Psychic-type went up against a tough Bug-type.



Once you've proved yourself in battle by defeating all the Gym Leaders and winning all the cups, Mewtwo will appear above the Stadium in the overworld. When you defeat Mewtwo, the second round of Pokémon Stadium is opened.



at some point you'll



FUN FOR ALL AGES!

The entrance to the Kids Club invites, "Cute Pokémon hope you'll join them for fun!" It seems that in their off time, what Pokémon really enjoy is a good carnival game—or nine.

The fun and often challenging Kids Club mini-games can be set to three difficulty levels—and while Easy is rather simple (but perfect for inexperienced players), many of the games become true tests of skill on the Hard setting.

The games range from the ring-toss fun of Elesa's Hoop Ho!, in which you try to Ring Elesa (who takes on a circular shape) onto the Diglett that pop up, to the memory-busting

Celesty Says, which gives a rare glimpse into the schooling techniques of Celesty teachers: Pokocha, Lickitung,



The Kids Club has nine mini-games starring "cute Pokémon" that are pleasant diversions no matter what your age.



Ramona, Volkorb, Kakuna, Sandshrew, Drowzee, Metapod and that lovely Magikarp are all featured in the habit-forming Kids Club games.

The huge success of Pokémon Snap proves there is a market for photographing Pokémon. The Gallery feature allows you to take your best shot of either your own Pokémon or the 100 rentable creatures. (None are never rentable in any part of the game.)

The Gallery area provides you with a very adjustable camera—you can zoom in quite close for a sweet Pokémon portrait, or you can pull way back to capture an action-packed Pokémon pose. The Pokémon will move around in a limited, supermodel sort of way, giving you various poses to choose from. Part of the fun is finding an unusual angle and a funny or beautiful pose and snapping the picture at just the right moment. You might even capture the Pokémon in a perverse moment, as our photographer has done here with Wharble.

HALL OF FAME

The eagerly anticipated Pokémon Stadium brings the entire lineup of Pokémon into beautiful, action-packed 3-D. You can battle your friends or take on the Gym Leaders, play mini-games or map photos—and you can jump right in even if you don't know a Vaporeon from a Jolton. More experienced Pokémon Trainers can test the power of their cherished Pokémon lineup against their friends' or the computer's until they have once again made it to the top to become the ultimate Trainer. Even more surprises are loaded inside the Pokémon Stadium cartridge—catch 'em all in Match!



Worms Armageddon Hits N64... Like A Cow Packing Dynamite



A Cranky Old
Woman

A heavily
Armed &
Stinky
Slunk



A woolly
flying
Sheep



The mad Cow

A Slippery
Banana Bomb

It's Still War,
just Not Your Usual Weapons



W

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THIS IS NO FISHING GAME. THE ULTIMATE

TEST OF STRATEGY PUTS WORM VS. WORM ON 44

BATTLEFIELDS FOR 1-4 PLAYERS. UNITE 41 SPECIAL WEAPONS, LIKE HIGHLY

FLAMMABLE OLD LADIES AND SOUNDRY DAMAMA BOMBS, AS YOU BASH YOUR WAY

TO VICTORY. IN MULTIPLAYER MODE, CREATE

UNLIMITED ADDITIONAL LEVELS FOR

NON-STOP PLAY. WORMS WITH

WEAPONS... TAKE THE BAIT.



ESRB
MILD LANGUAGE
MINIMAL BLOOD



GAME BOY COLOR

TCG 17



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PGA European Tour



TEE TIME EURO-STYLE



THE FLYBY

Europe is home to many major champions, not to mention championship courses. Great Britain, Ireland, Spain, Germany, France, Portugal, and the birthplace of golf, Scotland, all have a rich tradition with the links. Infogrames, a French company, wanted to represent the diversity of the European tour. This game features virtually all of the top pros from the continent and four excellent courses. Peter Alice provides first-rate commentary. There's a four-player option and even a create-a-golfer mode. But all that may not be enough to take home the winning prize, because PGA European Tour's controls suffer from a slow learning curve and its greens can be difficult to read.

Infogrames hopes its first N64 golf sim winds up on the leader board, but the competition is fierce both here in North America and in Europe. Let's take a look at this duffer's strength.

THE QUICK ROUND

For hackers who just can't stand the thought of having to wade through the seemingly endless setup menus of this game, there's a simple alternative—the Quick Game. You'll begin a round on one of the courses chosen at random.



Play a full round on a randomly selected course. You'll have no distractions such as computer-generated press releases or game set-ups. The only draw back is that you can't choose an applause control setting.

Non-Tour Golf

Play your game the way you like it in the Non-Tour Golf Mode. Players choose between Stroke Play, Match Play, Skins and Practice Rounds. You can shoot a round on your own or play with a foursome.



STROKE PLAY

Stroke Play is the most common form of scoring in golf matches. Players count every stroke they take for the round, and each golfer competes against all the other golfers. This is the type of scoring usually found in tournaments.

MATCH PLAY

In Match Play, each golfer competes to win as many holes as possible. The player who shoots the lowest score for the most holes will win the match. Commonly, Match Play is used by twosomes or foursomes.

SKINS

A skin is a purse associated with a hole. Golfers, usually in foursomes, compete to win the skin by shooting the lowest score on that hole. If the players tie, then the skin gets added to the next hole.

Europe's Finest

Country & Rank

| | |
|--------------------------|--------------------------|
| England | Poland |
| Walter Bennett - 0 | Jacek Wawrzyniec - 10 |
| David Carter - 19 | Ruslan |
| Ned Chubbain - 177 | Rohit Gopin - 10 |
| Nick Fekko - 80 | Sweden |
| Gary Evans - 50 | Max Angerl - 204 |
| Paul Broadhurst - 35 | Mathias Gronberg - 50 |
| John Bickerton - 128 | Christopher Haral - 0 |
| David Howell - 32 | Per-Ulrik Johansson - 0 |
| Mark James - 50 | Frustrik Lindgren - 0 |
| Justin Rose - 0 | Per Nyman - 0 |
| Van Phillips - 50 | Jarmo Sandelin - 0 |
| Roger Winstchester - 201 | Patrik Sjöland - 5 |
| Ireland | Denmark |
| Phenag Harrington - 29 | Thomas Bjørn - 6 |
| Seán O'Connell - 0 | Soren Hansen - 0 |
| Scotland | Norway |
| Sam Torrie - 14 | Sven Thorevoldsen - 0 |
| Colin Montgomerie - 1 | Spain |
| Paul Lawrie - 0 | Miguel Angel Jimenez - 4 |
| Stephen Gallacher - 0 | Seve Ballesteros - 106 |
| Andrew Colville - 9 | Ignacio Garrido - 40 |
| Gordon Brand Jr. - 39 | Jose Maria Olazabal - 7 |
| Gary Orr - 26 | Argentina |
| Dennis Lee - 176 | Eduardo Romo - 21 |
| Wales | Jorge Bértolo - 0 |
| Phil Price - 15 | Angel Cabrera - 40 |
| Ian Woosnam - 20 | Ricardo Gonzalez - 45 |
| Ian Jones - 0 | Portugal |
| Germany | Martina Arca - 0 |
| Alex Cigke - 34 | Italy |
| Thasmin Plick - 0 | Masolino Giorgio - 9 |
| Bernhard Langer - 3 | Cesarioino Hoopik - 24 |
| Austria | United States |
| Greg Chalmers - 26 | Coop Hurley - 41 |
| Peter O'Malley - 26 | Adam S. Rih - 0 |
| John Sorensen - 0 | Scott Dunlap - 142 |

Different Strokes

Infogames uses a simple menu to choose how you hit the ball. Push the B Button to access the seven options on the stroker menu. Options are available only for the clubs that you can play with the chosen type of stroke.



Use these options when facing a difficult shot. If there's a tree in front of you, try using the Bump & Run option to keep the ball low and clear of the branches. Use a Backspin to stop the ball and topspin for extra roll.



Practice Makes Perfect

Improve your game by practicing in the four Practice Mode options. Play a Practice Hole, use the Driving Range, work on your Short Game or try some extra Putting Precision. Use these options to learn the intricacies of the game's control system.



Learn to read the swing meter and knob the cover of the ball. Stop your swing at the upper white line and bottom white line when using the default controls.



Learn to use the center controls to aim around the green and look at the slope from several angles. Use also recommend turning the grid on for extra depth control.



Druids Glen - Ireland

This par 72 course features lots of water and trees. Practice a round with unbranded mulligans to learn all the holes including the tough ones we've noted here. On the well-protected second hole, set off with a one-iron and check your placement with the corners. On the approach to the fifth green, set backpin or a high pitch so the ball stops on the green.



6th Hole—166 yards—Par 3

The green on the sixth hole is set led behind a large pond. You can reach it directly by hitting over the trees to the left of the tee. Use a three-iron and backspin to give yourself a shot at a birdie.



14th Hole—333 yards—Par 4

If you drive the wedge successfully, you'll have a one-iron shot to reach the green. If you'd rather play it safe, use a short iron to lay up before the bunkers, then pitch onto the green.



17th Hole—203 yards—Par 3

On this hole you'll hit to a tiny green hole in a lake. Use your best iron or a backspin and aim at the front bunker. You'll know you've made it and roll up to the pin's perfect position for a birdie putt.



15th Hole—456 yards—Par 4

This is a long, straight par four. If you get a nice drive, you can hit your second shot across the pond to the green, but it's not easy. The safer choice is to lay up to the right and pitch onto the green.



18 Hole—450 yards—Par 4

This par five isn't long, but it has several water hazards and narrow fairways. Getting on the fairway should be your number one priority. The approach across the first pond is treacherous. Use backspin to stop the ball.

The K Club - Ireland

Another typically Irish course, the K Club is a green dream sprinkled with white sand bunkers. In most cases, good drives will set you up nicely. Use the pop-up map to see where your shot is likely to land. On the greens, use the adjustable camera to get a higher perspective. If the yellow line passes over the hole, you'll have a great chance at sinking the putt.



7th Hole—606 yards—Par 5

This is an extremely long hole, but it offers you a great chance at a birdie. Go with your driver on the second shot, laying up on the right side of the green. Then pitch onto the green with your nine iron.



8th Hole—375 yards—Par 4

If you get a big drive on this hole, use a middle iron to reach the green two. If your drive is under 200 yards, it's better to lay up en route for par. The green is large and flat, perfect for sinking a long birdie.



10th Hole 413 yards—Par 4

Even with an excellent drive of 250 yards or so on this hole, you'll be faced with a difficult second shot to reach the green. Use the three-wood, and let the ball roll onto the green and position you for a birdie.



12th Hole—170 yards—Par 3

This little par three is an easy birdie. Use your three-iron and back see. Even so, your swing will have to be almost perfect if you hope to land near the pin. If you do, you'll be down in two.



16th Hole 395 yards—Par 4

Here's another great chance for a birdie. Place your drive in the middle of the fairway about 60 yards to the pin. From there, use the six-iron with backspin over the water to reach the green.



Quinta do Lago - Portugal

This par 72 course is lined with tropical trees and features some big water hazards. The fairways tend to be narrow and lined by trees, making precision very important. The terrain is fairly flat, but look for some deceptive slopes, such as the downhill on the 7th Hole that can roll your drive past the green. On the doglegs, take care that you don't drive into the trees.



14th Hole—417 yards—Par 4

If you blast a long drive on this hole, you'll have a great chance at a birdie. The drive is a bit right-angled—just hit it slowly. Use a hook on your approach shot and roll the putt to clean up on the hole.



15th Hole 218 yards—Par 3

Although the default club selection on this par 3 is on the three-wood, it's better to choose the iron vice and use a hook to stop the ball. If you hit the wood, chances are the drive will carry out of bounds.



Kungsängen - Sweden

This Swedish course dishes up a smorgasbord of holes that wind between the evergreen trees. Unlike many of the other three courses in the game, Kungsängen has lots of elevations. Sometimes you'll see off on an elevated platform, or there might be slopes along the fairway.



8th Hole 518 yards—Par 5

Place your drive on the wide part of the fairway where there's a slight dip to the left. If you shoot too far, you'll wind up in deep rough. A second fairway wood will carry you close to the green, and a short pitch with a hybrid will do the rest.



15th Hole 173 yards—Par 3

This is another par three hole that is up 173 yds. Use a middle iron with a flicker, follow-up five-iron with back spin to drop your tee shot onto the green. If you reach the green, you should also make the birdie putt.

Leader Board



The leader board shows the top golfers in a tournament. Golfers are ranked by their winnings, as well. If you create a golfer, you'll see his name along with the rest.

Duffers' Delight

PGA European Tour may not have incredible graphics or the simple weakness of Mario Golf or CyberDuke, but it makes its mark as a realistic simulation. The slow learning curve may discourage some, but virtual golfers who stay the course will find that this European import focuses on realistic shot-making. Play a round and see.

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NINTENDO SOFTWARE TECHNOLOGY CORPORATION, THE COMPANY'S NEW GAME DESIGN HOUSE, HAS BEEN LABORING IN THE SHADOWS FOR MONTHS. NOW ITS WORK IS SET TO APPEAR ON GAME SYSTEMS AROUND THE WORLD.



NEW WESTERN GAMESLINGER

Mario was born in Kyoto. So were Link, Yoshi and Saturn.

Nintendo's legendary in-house game designers in Japan have been renovating and reimagining the industry for many years. Now they have gamers on the other side of the Pacific. Nintendo Software Technology Corporation, or NST, has been reworking classic games right here in North America—games like Bionic Commando, Ridge Racer 64 and Crystalis. As these titles begin to hit the market, the team at

NST is turning its attention to several top secret original games. Let's take a peek through the smoked glass windows of NST's secure building to find out who they are and what they've been up to. You'll get a look at all the sweat, toil and ingenuity that go into making your favorite games.



BOOTING UP A COMPANY

When NOA Chairman Minoru Arakawa gathered Scott Tsunuma and Claude Cormier at his house for dinner a couple of years ago, what he really had in mind was the formation of a company. Tsunuma is a video game veteran with a pedigree going back to the late '70s arcade classic Moon Patrol. Cormier is the man who sought Digipen, a combination video game university and production house. Mr. Arakawa laid an exciting offer down on the dinner table: Create a new game development house in America with the powerful name and backing of Nintendo.

"I don't know why, but I was always working on something related to Nintendo," Tsunuma said. So why not go to work directly for the company? The

two men jumped at the offer and immediately hired Andy Hicke, another industry veteran, to head up product development.

"It was a lot of work," Hicke said. The three-man company had a single room in NOA headquarters, a phone and a mission to develop four games. They assembled a team of recent Digipen grads and experienced programmers like Robert Champagne.

Then they started on the three aforementioned games—along with *Petal de Pin*, a puzzle game slated for release in Japan—while quickly making the transition to their Redmond, Washington, HQ.

BE IVE
ALWAYS BEEN A
NINTENDO FAN. I
STARTED OUT WORKING
ON THE GAME BOY. THIS WAS
AN OPPORTUNITY TO BRING
OUT THE KIND OF SOFTWARE
THAT I WANT TO SEE
AT NINTENDO. ❧

—Robert Champagne,
17 of *Engineering NST*

NST is rolling out a trio of games as its introduction to the gaming world: Ridge Racer 64, Mario Cartwheels and Crystalis are all featured in this issue of Nintendo Power.



Designing games is a serious business, but you wouldn't know it from the laid-back work atmosphere at NST. Game designers spend a lot of time playing the different games they create. They also surround themselves with their favorite toys and characters to provide inspiration.



Video Game U. THE DIGIPEN CONNECTION

THE PREMIERE SCHOOL FOR VIDEO GAME DESIGNERS began its 25th birthday in 1988 as a company that catered to those who made software for the automobile industry. NST Chairman Claude Cormier started Digipen back in 1990 as a production house for industrial simulations.

Cormier soon decided he preferred the entertainment industry to public industry. Games were what interested

him the most, so he set out to recruit Digipen's first game company.

He set two broad criteria: "I wanted someone with enough experience and graphic design and programming to fill the positions he required. After talking to his contacts, he found out by word-of-mouth in this dilemma. With Nintendo's backing, Cormier started the world's first video-game university.

The response was tremendous, and in 1996, the school registered the first batch of its degree in video-game development.

Digipen has been training out some of the industry's top people over time.

Then, with the advent of NST, Digipen moved its operations to Redmond, Washington, right across the street from NOA. Now NST and the school are located in different parts of the same building.

"If you want to create a school for video game making, Redmond is the place to do it," Cormier said. "This is the equivalent to what Silicon Valley is to the hardware industry."

THE GAME PLAN

Creating a game is an intensive, complex endeavor, often involving dozens of people. When the designers at NST first sat down to work, they had to make sure there was a proper plan. Prasanna Ghali, the Vice President of Engineering and R&D, said that everything in a game starts out on paper as a flow chart. The designers carefully map out the game before anyone begins programming on a computer. Every point on the flowchart becomes a flowchart in itself, until the tiniest details of game play are understood. Then it's time pull out the skeleton.

A LOT OF TIMES, PROGRAMMING IS A MEANS TO AN END AND NOT AN END IN ITSELF UNLESS YOU HAVE SOMETHING GOOD ON PAPER, IT'S NOT GOING TO WORK. DS

—Prasanna Ghali
VPE Engineering and NST

BUILDING THE TOOLS

We create a skeleton at the beginning," said Ghali. "Each person is slowly putting his stuff into the skeleton to make the whole body." The "skeleton" is actually a tool, or program, built to create a specific game. Because people who work on a game have different areas of expertise—programming, art, sound effects, etc.—engineers create these tools to make sure everyone can work on the game. The basic game structure is in the tool, but it's up to specialists to turn the sky red, make the bosses difficult or give players secret moves. In other words, the tool is the game before the cool content is added. For example, Director of

Engineering Samir Abou-Samra designed tools for *Bionic Commando* that allow designers to change the number of shots a sniper fire or how soon they react when a player's character enters an area. Any given enemy can be a pushover or impossible to defeat, depending on a designer's whim. As they learn the final amount of memory available for them to use, designers try to pile as much onto the skeleton as possible. In the case of *Bionic Commando*, Abou-Samra said the design team was able to incorporate N64-style human movement into the Game Boy format. That means the commandos go through 15 frames of motion where the typical Game Boy character would have three. The female commando's hair actually moves while she runs. Sound engineers also managed to squeeze digitized voice samples and realistic gunfire sounds onto the Game Boy's humble audio capabilities.

For *Ridge Racer 64*, Ghali and project director A.J. Reiner started out with source code from earlier games, but then they experimented with new ways to make the game more fun. Rival cars were programmed to harass players, and fast CPU opponents will even taunt you by allowing you to pass before dueling you. Little details like moving airplanes or a carper by the side of the road are the frosting on the cake that add character to a game. Then more and more secret features were added as designers found the memory for them.

Artists play a critical role in the creation of games, providing the conceptual art that allows designers to create the final product. Engineers build the tools that allow designers to realize the ideas behind the drawings. Finally, before a game like *Body & Soul* is released into your N64, designers need to balance the game for optimal quality play.



GAINING YOUR BALANCE

When the programmed pieces of a game come together, that doesn't mean it's time to put up your feet and relax. Sometimes the physics of objects in the game need to be adjusted, or perhaps some objective is impossible to complete. Every game needs to be balanced and debugged before it's considered finished. Much of this work is done right in the designers' offices, as the game makers themselves play and replay the games. If the collision physics in Ridge Racer 64 are making the game too difficult, engineers must go back and rethink the way two cars collide. How much should the player's car slow down? What happens if the player hits the side of an opponent's car rather than the back? They must ask and answer hundreds of such questions—because if designers aren't careful, gamers will be able to tell the difference. Once a game passes muster, it's manufactured as Game Paks, shrinkwrapped and shipped to stores.

THE NEXT WAVE

NST always has games in some stage of development, but their work is kept confidential until just before the game is ready for release. In addition to making specific games, team members put in long hours in Research and Development, creating new programming tools to make future games better or devising ways to make the sound and display more vivid.

Perhaps the most important work of all being done at NST is also the most secret. Development is underway there for the next generation of video games that will be played on the Dolphin system. Gamers should expect Nintendo Software Technology to make a big splash in the coming months.

Every detail of games like Crystalis and Illusion: Chronicles is carefully planned. For example, sound designer Lawrence Schwelmer writes intricate music that needs to shift character instantly, depending on what players do in the game.



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Too nervous to try a 360 Nollie onto a railing over a concrete stairway? Too attached to your vertebrae to attempt nosediving the roller beams of your local skate park? Well, Tony Hawk has a gift for you. The patron saint of skaters the world over has taken it upon himself to offer you the skills and services of the slickest bunch of skateboarding hotshots around. Tony Hawk's Pro Skater is almost here, and Activision has done a bang-up job of reproducing the joys of skating while dumsting the whole

broken-bone-and-shoulder-epidemic-emergency-room-sidetramp part of the sport. All the legends are here with all their legendary boards, and you'll take them into some of the roughest, skater-friendly environments ever conceived, from a Miami school to the streets of San Francisco. The graphics are amazing, the controls simple, the soundtrack kicking, the two-player mode loads of fun and the stars absolutely awe-inspiring. Don't believe us? Take a look at The Man busting a 360 Hip to Move prepared to the left. Does that look like anything you'd try on the busted-up quarterpipe your dad built in your backyard? Finally, here's your chance to become one of the skating elite.

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FIGHTER DESTINY 2

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Fighter Destiny 2 isn't just another one of those beat-the-stuff-in-your-opponent-fighting games—it's a fighter with a difference. There are several ways to rack up the points needed to be declared the winner of a match. You can fight until you weaken your opponent enough to knock him or her down with or without a special move; you can throw a perfectly strong (or weak) opponent down; you can counter an opponent's move; and you can knock your opponent out of the ring. When you've mastered the challenges of regular fights, you can enter the Fighter's Arena to face random challenges on a huge game board of, well, destiny.



MODES OF PLAY

VS. COM

This basic single-session-of-fighters mode allows you to customize the game if you mean it. You'll unlock the game's Graphic Adjuster Fabric when you clear this mode.



TRAINING

Enter the Training area and pause the game with the Start Button, then select the Command List to see the button combos for the moves. You have much to learn.



NORMAL

The game reveals attacks are actually anything but. Each character has its own unique set of moves, including throws, holds and blocks. The theory will catch up to them and take it—especially, he likes inside.



AERIAL

Many attacks will launch your opponents into the air, allowing you to kick or punch them as they fall back to the ground. How you will learn to practice the moves that send the other player flying and the quick bits that let you win before.



SPECIAL

When your rival is almost down, he will have people to show that he is a Pyzel (and) confident and you he second down with a regular or special move. In this practice area, the way to always people, making it easier to learn it a high accuracy special attacks.



ESCAPE

You must learn how to make all moves as well as you make attacks. In this practice area, you can choose what sort of attacks you want to practice making. The practice dummy will act accordingly.

Many different routes will lead you to your ultimate destiny. Is there a fight with the computer in your future? Maybe a friend will rise to battle. Or...perhaps...a cow?

VS. BATTLE

Two players have two options when playing Fighter Destiny 2. The Normal Vs. Battle is precisely that, a normal one-on-one battle. The stakes are a little higher inside. Win or Lose Vs. Battle.



NORMAL

In this battle you set an opponent and each character flows away of the lights. You can also access the Option area to change the time limit, point values for different attacks and other options able to suit your needs.



WIN OR LOSE

Both players one enter the game with a saved character. The player who loses the game also loses money, and the winner gains a move. It's possible to rob a learner player of all his learned moves or if the fighter is practically useless.

RECORD ATTACK

Some of the biggest challenges of Fighter Destiny 2 happen within the Record Attack area. Can you beat 100 fighters in a row without losing?



SURVIVAL

The same is an exaggeration. You must triumph over 100 characters without retreating or playing a match over. You can, however, since the game and you can't take it if you don't think your fingers can take all the pressure of this.



FASTEST

This game has you competing with your best time to see how fast you can defeat 50 more than worthy opponents. Three times more than any match and see a good fast here. Counters are also very fast attacks.



RODEO

The barbed cowboy is one tough piece of land. You can't escape it, but you can attack it and dodge its attacks to buy time. You can't attack it with the cow's skills to keep a bit of fun—but try not to kick the cow out of the ring.



FIGHTER'S ARENA

This game board combines nearly every aspect of Fighter Destiny 2 into one challenging game. You move along the board, stopping to battle the characters you land on. If you play well, you will be rewarded with new moves and recovery items.

PRIZE FIGHTING

The Master will increase your stats if you perform well, but it is no point in to watch one of your matches or when you battle him. As long as you win two matches, you will gain more power, health and recovery ability.



THE MATCH



When you reach the end of the glowing circles, you fight the Master. The Master's stamina increases during the game, so you will need to win with a successful recovery item to win the fight.

1-POINT BOUTS



In one-on-one matches, the master will try to shoot a regular one-point bout. Regular one-point bouts give you a chance to win the fight, which means you can win the bout.

CHERRY

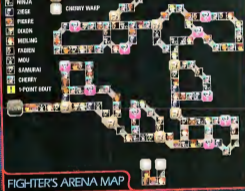


If you land on a character, you will be rewarded with a 1-point bout. If you land on a character, you will be rewarded with a 1-point bout. If you land on a character, you will be rewarded with a 1-point bout.

MAP KEY

- SAKAI
- ADRIANA
- ADNA
- FEDERICO
- D-DOG
- KATE
- NINJA
- ZIEG
- PIERRE
- BLADN
- MEDLING
- FADEN
- MOU
- SAMURAI
- CHERRY
- 1-POINT BOUT

- FASTEST BOUT
- SURVIVAL BOUT
- RODED
- CHERRY (2-POINT FIGHT)
- MASTER (2-POINT FIGHT)
- CHERRY WARF



FIGHTER'S ARENA MAP

THE FINAL FIGHT



Ultimately, you choose your own destiny. When you select the Fastest Bout, you have to defeat each of 11 characters in under 30 seconds. If you choose the Survival Bout, you have to defeat 20 opponents in a row. The mode you have to beat the odds 21 by for 30 seconds. Federico the fastest, Survival is the hardest and, logically, results in a greater reward.

THE FIGHTERS

Each combatant has his or her own personal flair—cleverly named moves and gnarly costume changes and the like. The fighters also vary in size, strength and ability. Try out each one until you find one that matches your style.



A CHANGE OF CLOTHES

If you like the way the world's top champion fighter is sporting, hold down the B button while selecting the character. You will see an alternate pose appear on the Select screen, and your fighter will be wearing something new.



NEW MOVES

If you play the Vs. Corn game, and at least once, who gets in your hair, you will learn a new move to use on your next opponent. Once your character has learned every possible move, he will become distinguished as one of the Master's learners.

TYPES OF MOVES

UPPER/MIDDLE/LOWER ATTACK

Kicks and punches fall within the upper, middle or lower attack types. Middle attacks are harder to duck, but any attack can be evaded.

THROW

The old European cast throws to hitting the A and B buttons at the same time. But beware—throws are a waste of time and might be interrupted at any time.

COUNTER

Moves designed to counter an opponent's move can also only work if completed successfully. Generally very hard to counter.

KNOCK DOWN

These impressive but mostly slow moves will knock your opponent down and end the match—if you manage to pull them off.

LOCK

When you're very close behind an opponent, you can use a lock to grab and hold 'em. It's relatively simple to break out of a lock.

SPECIAL

You get the extra points for pulling off a special move, which can be used only when your opponent is in a Pinot position.



SAEKI

The Japanese martial arts expert, Saeji, has a nice balance of strength and speed. His knock-down moves are easy to use and relatively swift. Saeji is a good fighter for the novice.

MOVES

MACH PUNCH [MIDDLE ATTACK]

↓ ↓ → ● ● ● ● ●

MACH SPIN [KNOCK DOWN]

→ → ● ● ● ●

MACH TOMOE [THROW SKILL]

↓ ↓ → ● ● ● ● → ● + ● Close to opponent

MACH BUSTER [SPECIAL]

↓ ● + ● From behind when opponent is stunned

HIDDEN SKILL



SHINRA-BANSHO-ZAN [SPECIAL]

↓ ↓ → ← ● ●

When opponent is stunned



ADRIANA

Bubbly Brazilian babe Adriana has an athletic, almost rhythmic dancing--make that fighting--style. Her normal attacks aren't very strong, but her special and knock-down attacks are exceptional.

MOVES

HUMMING SAMBA [MIDDLE ATTACK]

↓ ● ● ● ● ●

LA LA LA BAMBA [KNOCK DOWN]

● ● ● ● → ●

YOU & I... [THROW SKILL]

→ ← ● + ● Close to opponent

THE SUN'S HUG [SPECIAL]

← ● + ● From behind when opponent is stunned

HIDDEN SKILL



THE GREAT SINGER [COUNTER]

← → → ● ●

When opponent is stunned



ABDUL

Abdul, the big and burly fighter from Mongolia, has some awkward, somewhat slow moves. His combos are pretty easy to pull off, however, and with the right timing they are very effective.

MOVES

CRAB HELL (UPPER ATTACK)



HEAVEN THRUST (KNOCKDOWN)



HIP HELL F (LOOK SKILL)

↘ ○ + ○ Close behind opponent

FLYING FISH FROM HELL (SPECIAL)



HIDDEN SKILL



HELL HYAKURETSU-KEN
(SPECIAL)



When opponent is stunned!



FEDERICO

Is Federico a slick Italian Scientist or a stylishly suave Race Car Driver? No matter, he's a quick fighter with a lot of good distance attacks and medium power.

MOVES

COMBO DEL SOL (MIDDLE ATTACK)



JOLT BACK KNUCKLE (COUNTER)



ARM BREAK THROW (THROW SKILL)

← ○ + ○ Close to opponent

PLASMA HEEL BREAK (SPECIAL)

→ ← ○ When opponent is stunned

HIDDEN SKILL



SUPER NOVA
(SPECIAL)



When opponent is stunned!



D-DOG

The stoutly original D-Dog comes from the U.S. This hunky, strong fighter has fantastic reach and would probably feel just as comfortable on the basketball court as he does in the fighter's arena.

MOVES

BLASPHEMY CHOP (MIDDLE ATTACK)



HAMMER KNUCKLE (KNOCKDOWN)



COCONUT CRUSH (THROW SKILL)

→ ↓ ○ + ○ Close to opponent

WINDMILL (SPECIAL)

↓ → ○ + ○ From behind when opponent is stunned

HIDDEN SKILL



OMEGA TORNADO
(KNOCKDOWN)



When opponent is stunned!



ESCAPE A THROW

When your opponent attacks from you, you can escape if you quickly press Back and a certain amount of time. When you're in the window, I is Safe Throw, F is Down on the Control Pad and the A will attempt to get the Opponent's health bar into the red.



DODGE & BLOCK

To fight well in the spirit of the Master, you must learn to dodge and block attacks wisely. You can also Down on the Control Pad to duck and tip to jump, but the latter will give you a knock and odds on your life. Use the A button to block.



KATE

Salley Kate seems to have left a bartending job in Great Britain to meet her fighter's destiny. She isn't the fastest or the strongest, but her kicks and combos are quite effective.

MOVES

QUEEN'S HOUSE (UPPER ATTACK)



EARTH COCKTAIL (KNOCKDOWN)



SLAP 'N' SLAP F (LOCK SKILL)

→ ← ↓ ● + ● Close behind opponent

ONE HANDED BACK BREAKER (SPECIAL)

↓ ← ● ● + ● ● Close to stunned opponent

HIDDEN SKILL



JUMBELED COCKTAIL (KNOCKDOWN)



When opponent is stunned



NINJA

Every fighting game needs at least one Ninja. This stealthy Japanese fighter is graceful, quick and powerful and has wide, swinging kicks. The Ninja is a very balanced character.

MOVES

MOONLIKE FEET (UPPER ATTACK)



MINE PALM (KNOCKDOWN)



HELL GATE KNEE F (LOCK SKILL)

← → ● ● + ● ● Close to opponent

JUJI-SU (SPECIAL)

→ ← → ● ● + ● ● Close to stunned opponent

HIDDEN SKILL



CHIDORI-UCHI (UPPER ATTACK)



When opponent is stunned



ZIEGE

Ziege, the blue behemoth, hails from what must be a pretty cold part of Germany. The big blue brawler is very strong and has a long reach. Someone this big is, of course, a bit slow.

MOVES

STOMPING 3 (LOWER ATTACK)



NECK HANGING TREE F (LOCK SKILL)

← → ● ● + ● ● Close to opponent

BRAIN BUSTER (THROW SKILL)

↘ ● ● + ● ● Close to opponent

GIANT SWING (SPECIAL)

↓ ↘ → ● ● + ● ● Close to stunned opponent

HIDDEN SKILL



FINAL BOMBER (COUNTER)



When opponent is stunned

ON THE EDGE

When you are hanging off the edge of the platform, you can pull your opponent down to the ground by hitting the A and B buttons at the same time. Your opponent has to be pretty close to your hands for this move to work.



STUNNED SURVIVAL

One great trick is to train your center when you are stunned in the Pajiro condition. You can still make attacks and back away from your opponent when you are stunned, but if you aren't careful it may quickly put you in trouble. You can't see your health!



PIERRE

French clowns are a forty-two, and Pierre is particularly pugilistic. He's fast and creative, and he has bizarre moves that require good timing. Pierre is not a strong clown.

MOVES

CRABBE KICK (UPPER ATTACK)

← ● ● ● ↑ ●

LA TORNADA (KNOCKDOWN)

↓ ●

ROLLING CRAZY F (LOCK SKILL)

↓ ● ● + ● ● Close to opponent

FRANKENSTEINER (SPECIAL)

→ ● ↓ ● + ● From behind when opponent is stunned

HIDDEN SKILL



VERY MYSTERIOUS DANCE (SPECIAL)

← ● ● ● ●

When opponent is stunned



DIXON

Who says punk is dead? Not Dixon, a British hoodlum whose style is most certainly street fighting. Dixon is a tough chap with decent speed—this bad boy is not a bad choice.

MOVES

HEAVY TUNE (LOWER ATTACK)

→ ↓ ● ● ●

I'M A NEGATIVE CREEP (KNOCKDOWN)

← ● ↓ ●

BULL DOCKING DROP (THROW SKILL)

↙ ● + ● Close to opponent

HEAL A MILLION... (SPECIAL)

↓ ● → ● + ● Close to stunned opponent

HIDDEN SKILL



HELLO NASTY (SPECIAL)

↑ ● ↓ ●

When opponent is stunned



MEILING

Every little impish fighter Meiling is light and quick on her feet with plenty of impressive kido. She is not exceptionally strong, but her speed more than compensates for that.

MOVES

TENIKAKUSHO (UPPER ATTACK)

↓ ● + ● ● ● ● ●

RENSHU HASHU (KNOCKDOWN)

● ● ● ● ● ●

RENGA-KAWABIGHI (COUNTER)

← ● ● ● ●

SHISEN-MANGAN (SPECIAL)

● ● ● ● ● ● ● ● When opponent is stunned

HIDDEN SKILL



4TH GATE THUNDER KICK (UPPER ATTACK)

→ ● ↓ ● ●

When opponent is stunned

YOUR DESTINY AWAITS

Fighter Destiny has plenty of replayable actions: battles on all of the secret arenas, the secret boss, defeat your arch-enemies in a row, and learn what makes you tick. The Master Edition of your fighting job. It would be your destiny, too. 



Make 200 New Best Friends!



FEATURES:

- Over 200 cute & cool monsters to collect, tame, and train
- Breed monsters to make stronger offspring with unique genetic traits and special abilities
- Take on, or sponsor, up to 16 other boys together to help and compete with your friends in a game!
- A spin-off of Japan's best-selling RPG series, Eidos' Dragon Quest

EIDOS 
www.eidos.com



Over 200 cute & cool monsters to collect



Breed interesting genetic offspring too



Explore the Appleton World in Terry's adventure



Challenge your friends with heated duels



Exciting graphics designed for the Appleton!



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GAME BOY COLOR



RR64

RIDGE RACER 64

Nintendo Software Technology sets the wheels in motion for the N64's retooled version of NAMCO's successful racing series. Don't bother braking—slowing down won't help you win on these courses.

BURNING RUBBER

This newest Ridge Racer represents a power shift farmed from the high-octane action of earlier racing games. You'll have plenty of poverties to eat up before you can claim bragging rights to this fast-twitch test of reflex and timing. More than two dozen cars await your lead foot in 60 races. You can even change the physics of turning, if you want to try a new twist on the same track.



RR64 is available on the N64, PS2, Xbox, and PC. It is a licensed product of Namco Bandai. Copyright © 2004 Namco Bandai Games. All rights reserved.

SHIFTING GEARS

RR64 gives you several racing modes, but if you want to race fast cars on the most challenging courses, you'll first have to

QUICK PLAY

This mode throws you behind the wheel of an EA Racing car with an automatic transmission and immediately puts you in a three-lap race around the Revolution Novice course.

CAR ATTACK

After you've won a stage, you'll be able to compete against a single computer car on each course. If you beat the car, you get to keep it. You'll need the cars to progress in the game.

MULTIPLAYER

Friends and family can burn through the Grand Prix courses in a number of ways. Battle Mode is simply a one-course race for up to four players. Stage Mode allows players to compete throughout a three-course stage. Up to three two-car teams can compete in Team Mode. Players can race together on a team or use computer-controlled teammates.

get through the Grand Prix circuit. Winning official races is the only way to unlock the later stages and cars.

GRAND PRIX

Race all the way to the Maximum Cup in RR64's core game. All you start with are three courses and four cars, but as you improve you'll open up dozens of new tracks and cars.

TIME ATTACK

After you beat all your opponents, you can try to best yourself in Time Attack Mode. It's just you, the course and a stopwatch. You can also take practice laps in Freerun Mode.

Battle Mode



Team Mode



CATCH THE DRIFT

You can try playing RR64 without learning a drift—or power slide—technique, but you won't get very far. The Race Settings menu will give you a choice of three different drift modes. Classic is identical to the original Ridge Racer: a long drift with no loss in speed. Revolution—a more realistic drift with speed loss—is tougher to master but is the choice of experienced racers. The default RR64 drift is the easiest type for power-sliding, but mastering it will not give you much of an advantage.

Acceleration Drift



To accelerate through a corner, release the A Button as you approach the turn, then hit it again and steer into the turn.

Brake Drift



At slower speeds, tap the B Button (steer) as you go into a turn, then accelerate through the turn.

CRASH COURSE

The penalties for crashing vary depending on how and where you crash and what you crash into. As shown in the diagram, car 1 is hitting a wall on a straightaway. Because there is no turn ahead of it, it will glance only slightly off the wall—increasing its chances of hitting again. Cars 2 and 3 both will bounce off the wall at a greater angle, pushing them away from another hit, because they are, respectively, going into a curve and heading out of one. In car 4's side-to-side panic swap, deceleration is proportional to the amount of contact between the two cars. When car 5 runs-ends a CPU opponent, its speed and RPM will slightly dip.



OPEN THE GARAGE

You'll need to win progressively difficult Car Attacker races to get from the standard EA, thanks to the Ultra 64 rocket ride. Decide what type of car you like—lightning-quick race cars, a road go-kar or a speedster—then keep using the corresponding upgrade.

- A Available in the car combination of traits
- B Acceleration takes precedence in this car's
- C High the kama in this response table
- D If you need speed, go with type D

| | ACCELERATION | SPEED | HANDLING | GRIP | TYPE | RURABLE | S | R | X | Z |
|-------------------|--------------|-------|----------|------|------|------------------------|-----|-----|-----|-----|
| F/A RACING | 1000 | 1300 | 1300 | 1000 | A | NOVICE | 132 | 115 | 130 | 142 |
| R/ RACING | 970 | 1000 | 1300 | 1300 | B | NOVICE | 137 | 115 | 120 | 141 |
| P/R RACING | 1400 | 800 | 800 | 800 | C | NOVICE | 106 | 121 | 138 | 141 |
| R/ SOLID RACE | 850 | 1100 | 900 | 700 | D | NOVICE | 113 | 120 | 142 | 150 |
| R/ RACING P/B | 1005 | 1300 | 920 | 1000 | A | INTERMEDIATE | 102 | 115 | 130 | 148 |
| R/ BLUE RIPPY | 1005 | 1000 | 890 | 1000 | A | INTERMEDIATE | 102 | 115 | 133 | 142 |
| SPURGE R/ P/B | 990 | 1060 | 1100 | 900 | B | EXPERT | 101 | 121 | 136 | 158 |
| SPURGE R/ C/B | 990 | 1090 | 1200 | 900 | B | NOVICE EXTRA | 112 | 126 | 141 | 158 |
| R/ BOSCONI | 950 | 1050 | 900 | 800 | A | EXPERT | 101 | 121 | 136 | 150 |
| R/ NEGLASARI | 990 | 1050 | 900 | 900 | A | EXPERT | 101 | 121 | 136 | 150 |
| R/ WINDS RED | 1300 | 950 | 800 | 700 | C | INTERMEDIATE | 106 | 121 | 136 | 148 |
| R/ WINDS GREEN | 900 | 1100 | 920 | 750 | D | NOVICE EXTRA | 111 | 132 | 148 | 165 |
| OG RACING TEAM | 1000 | 1120 | 1200 | 800 | B | NOVICE EXTRA | 115 | 130 | 148 | 160 |
| OGMO NOICE TRAP | 880 | 1200 | 900 | 750 | D | INTERMEDIATE EXTRA | 122 | 130 | 156 | 171 |
| B/H RACING RD | 1200 | 1150 | 1150 | 800 | C | INTERMEDIATE EXTRA | 127 | 142 | 150 | 184 |
| WHITE RACE | 1300 | 1100 | 1200 | 1200 | B | INTERMEDIATE EXTRA | 128 | 146 | 162 | 170 |
| D/GR RACING | 1000 | 1100 | 950 | 1000 | C | EXPERT EXTRA | 131 | 167 | 168 | 181 |
| R/SOLID R/P/B | 1200 | 1220 | 1300 | 900 | B | EXPERT EXTRA | 132 | 150 | 167 | 180 |
| RCE SOLD SUPERIOR | 1170 | 1220 | 900 | 700 | D | EXPERT EXTRA | 138 | 153 | 173 | 188 |
| R/ RACING PURPLE | 1200 | 1200 | 1400 | 1000 | A | RN EXTREME | 130 | 156 | 178 | 192 |
| EXTREME GREEN | 1000 | 1270 | 1200 | 900 | C | RN EXTREME | 141 | 154 | 177 | 195 |
| TERRA TERRIFIC | 1000 | 1200 | 900 | 800 | D | RN EXTREME | 142 | 160 | 161 | 190 |
| LIZARD NIGHTMARE | 1500 | 1335 | 1000 | 1200 | B | RN EXTREME EXTRA | 160 | 186 | 196 | 205 |
| SCORPION SCALE | 1450 | 1400 | 1500 | 1500 | - | Z CLASS RACES | 195 | 179 | 195 | 216 |
| ULTRA 64 | 1900 | 1600 | 1500 | 1500 | - | AFTER Z CLASS TROPHIES | 168 | 167 | 218 | 221 |

SMART RIVALS

In any given race, 10 of the 11 CPU cars will use one type of artificial intelligence, and one car will use another. That car—the rival car—is the one you need to worry about. It will be the one next to you on the starting line and the one dogging you throughout the race. Show no mercy! Try to block it when it comes up behind you or push it into the wall.

Dueling Rival



No Mercy



CHOOSE THE WINNING UPGRADE

While the RT Solowald is enough to get you through the first several races, it will start showing its weaknesses as you progress through the Grand Prix circuit. You should take the opportunity

to use the faster cars you'll win in the Car Anark races. You won't have any choice once you reach the Nuvve Extra stage—you'll have to use cars you've won in the previous stage.

| NOVICE | INTERMEDIATE | EXPERT | NOVICE EXTRA | INTERMEDIATE EXTRA |
|--|---|--|---|---|
| F/A RACING RT RYUKYU PAC RACING RT SOLWALDU | F/A RACING RT RYUKYU PAC RACING RT SOLWALDU RT PINK MAPPY RT BLUE MAPPY RT XEVIUS RED | F/A RACING RT RYUKYU PAC RACING RT SOLWALDU RT PINK MAPPY RT BLUE MAPPY RT XEVIUS RED RT NEBULASRAY RT BOSCONIAN GALAGA PRO'S | GALAGA CARROT RT XEVIUS GREEN DIG RACING TEAM | MICRO MOUSE MAPPY 13TH RACING KID WHITE ANGEL |
| | EXPERT EXTRA | SPEED | SPEED EXTRA | Z CLASS |
| | DIGPEN RACING ASSOLUTO INFINITO AGE SOLD SUPERNOVA | ATOMIC PURPLE EXTREME GREEN TERRAZZ TERRIFIC | LIZARD NIGHTMARE | SCREAMIN' EAGLE |

GRAND PRIX

Select your *stages* and settle in for seven of these against a computer-controlled car. You'll find yourself up against many tough challenges—tight races, narrow S-curves, faster opponents—but as you perfect your drifting moves and acquire better

cars, you'll take plenty of checkered flags. So take a few *practice* runs. Try to experiment with different cars until you find the style of racing that best suits you. You'll need to race each course twice to get the cars you want and to win the Gold Cup.

STAGE 1

The first stage is a good place to learn the mechanics of the game, not that you have any choice in the matter. Practice your drifting on the relatively easy curves on these three tracks. Like-

wise, the CPU-controlled cars also should give you a fairly easy time, but pay attention to how they react to collisions and passing. The lessons you learn will help you on tougher courses.

RIDGE RACER NOVICE

This two-lap race through a city and beach has one fairly difficult drift turn at the end of the beach area and lots of places to practice drifting. Because you don't have as much road to use, you'll need to get ahead early. Luckily, the CPU won't give you much trouble as you tear past the other racers.

REVOLUTION NOVICE

The beautiful Pacific Northwest is represented in the Revolution stages. Try not to pay much attention to the scenery and low-flying airplanes. This three-lap course is a lot more challenging than its predecessor. The roughest turn is a nasty hairpin between the end of the canyon and the beginning of the golf course.

RENEGADE NOVICE

If you ever wanted to zip through a southwestern landscape like Road Runner, here's your chance. The cacti and mesas will zoom by, but you should be more concerned by the sheer cliffs that you'll slam into if you don't take the turns correctly. Watch out for the twenty patches that require good old-fashioned reflexes.

Tunnel Vision



As you leave the tunnel, you'll hit a turn marked with yellow and black caution stripes. Use the acceleration drift.

Ending Twist



Accelerate into a drift race on the curve just before the finish. Watch out for other cars the first time through it.

Around the Bend



Like the hairpin turn after the canyon with an acceleration drift that starts close to the middle of the road.

Rocks Ahead



The 90-degree turn in the middle of the road so requires you to initiate the drift early to avoid the wall.

Early Turn



The early hairpin turn requires an early reaction. Start your drift early from the inside lane to allow room for sliding.

Zigzag



There aren't really drift turns in the middle of the race, but you will have to keep your eyes open for a series of turns.

STAGE 2

You'll notice a marked difference in the abilities of the CPU cars when you graduate to this stage.

RIDGE RACER INTERMEDIATE

This is the same course as the one in RR Novice, but this time you'll go three laps instead of two.

Mean Beach



The turn before you enter the beach again requires a controlled brake drift. Don't overcompensate for the turn.

Beach Exit



The end of the beach is far trickier than the beginning. Start your turn early and use an acceleration drift.

REVOLUTION INTERMEDIATE

The narrow roadway is probably the toughest competitor you'll face on this course.

Double Trouble



Two sharp, right-hand drift turns await you just before the bridge. It's best to take them on the inside.

Ending Curve



Acceleration-drift around the final curve, but be sure to straighten out before your wheels catch.

RENEGADE INTERMEDIATE

The two-drift S-curve makes its first appearance on this course. You'd better get used to it.

Double Drift



This double-drift S-curve requires you to first drift to the inside, set the apex, then drift to the outside of the road. Don't give up!

Wide Turns



It's to make your move around cars on curves of the wider turns. They won't activate block you, so drift tight by them.

STAGE 3

It might be wise to trade your old car for one of the Galaga Ped cars in these races.

RIDGE RACER EXPERT

The old RR track just isn't the same with a new extension that adds one-shredding twists and turns.

Extension Curve



One of the new turns is impossible to negotiate without drifting, but the better car can handle all other curves.

Curvy Corridor



A series of tight curves demands that you stay in control. If you don't, you'll Ping Pong between the walls.

REVOLUTION EXPERT

The Revolution course also has an extension, but the sharp turn isn't as tricky as the one on the RR course.

Sweeping Turn



You should have plenty of room to get around a wide turn in the new extension.

Tunnel Twisting



Stay in drift mode after you get around the sequence of turns in the tunnel.

RENEGADE EXPERT

The Renegade trick boasts not one, but two extensions in this stage. Watch out for switchbacks.

Make a Right



The first highlight turn requires you to begin your acceleration, drift early and get made to avoid the wall.

Switchback Road



All or two left-right turns you'll hit a series of chicanes, or zig-zag, that will require a quick reaction time.

STAGE 4

You've seen these courses before, but you were going the opposite direction and your car was slower.

RIDGE RACER NOVICE EXTRA

This easy track you started on doesn't seem so easy now that you've tumbled up to a Galaga Carrot.

Around the Bend



A left-hand turn in the middle of the course allows you to accelerate, drift early, then slide around the turn.

Hard Pass



These tough turns are more important than ever for passing cars. Get into and drift past them.

REVOLUTION NOVICE EXTRA

You'll need to run this course cleanly to win the race, but by now you should have the necessary skills.

First Turn



The first major curve you'll come across goes to the right. While it shouldn't from the middle or inside of the track.

Sideways Swoosh



Near the end of the lap, you'll need to scoot into drift early to slide it as you go into the turn sideways.

RENEGADE NOVICE EXTRA

Much like Revolution Novice Extra, this course is straightforward but difficult to win if you crash.

Narrow Passage



The biggest threats to you in the narrow portions of track are the other cars. Avoid bumping into it.

Hairpin Pass



The sharp turn to the left is a challenging maneuver, but it also gives you an opportunity to pass the CPU cars.

STAGE 5

Your speed gets ratcheted up another notch in this stage, which means these reverse courses get tougher.

RIDGE RACER INTERMEDIATE EXTRA

The turns before the two tunnels will seem a bit more difficult on this go-around at higher speeds.

Brake Check



To your brakes to initiate a high-speed drift around a tight corner after the first checkpoint be sure to straighten out in time.

Washout Beach



That wasty turn off of the beach is now the tricky turn into the beach. Accelerate, drift to the track.

REVOLUTION INTERMEDIATE EXTRA

The Revolution course is now marked by many complicated turn combinations that require skillful steering.

Cut-Off Curve



This sharp turn to the right requires a severe acceleration drift. Use the turn to cut off nearby opponents.

Watch the Wall



A right-left combination before the third turn can be dangerous. If you take the right too hard, you'll fly into the wall.

RENEGADE INTERMEDIATE EXTRA

The reverse direction creates an uphill S-curve that allows you to block some of those overpowered opponents.

Whip Around



The S-curve is not only even when there are no cars to block. Stay in drift mode to whip around the curves.

Dirty Driving



You'll discover the CPU camps progressively aggressive. Now on the start for sidescraps and other dirty tricks.

STAGE 6

You'll take some very high-powered automobiles out on these twisting courses, so keep your timing sharp.

RIDGE RACER EXPERT EXTRA

It will be challenging to get through this course cleanly at high speeds, but you need to drift on only one turn.

First Drift



You may not have to drift around the first, mild-looking corner, but it might be a good idea if you're moving fast.

Beyond the Barrier



They didn't put up a steel barrier because on the last turn for nothing. Accelerate soon after drifting through the turn to avoid a crash.

REVOLUTION EXPERT EXTRA

The major difference when running this course in reverse is that you hit several jumps in front of big turns.

Major Air



Ahead from making turns difficult, all the jumps throughout Revolt will give you the flying burst of speed.

Tight Tunnel



You'll pop out of one drift in the tunnel then need to go into another. Practice yourself in the middle to avoid walls.

RENEGADE EXPERT EXTRA

Appropriately, this is the toughest challenge so far on the Grand Prix. A clean race is the only way to win.

Chicane Cautionary



The straight that follows you trouble in Expert level as you'll be faster than that you're going uphill and faster.

Airborne Evasion



We'll catch air quite a bit in this race, so be aware of your position relative to the walls when you're off.

STAGE 7

Take everything you've learned about Ridge Racer and throw it out the window on this course. These courses are designed to take advantage of your lightning speed.

Beat the Clock



The clock is ticking! You need to finish within the allotted time or you're lost.

Honest Cornering



You won't be able to rely on drifting. Learn the best angle for fast cornering.

Race Spoilers



You're not protected. The other racers really need to fear you. Avoid them if you want to win.

Middle Ground



Head into curves from the middle of the road. You can easily shift direction around cars.

STAGE 8

The Lusted Nightmare is your ticket to the final car you'll need to complete the game. It's the red, white and blue number you'll be looking for much of the race.

Tunnel Around



The tunnel is as good a place to pass as any other, but be sure to make the turns, too.

Clear Living



The key to the speed race is keeping a close eye though the course and evading cars.

Inside Scoop



This is the best way to take a corner or cut it as the inside path of an upcoming curve.

Watch the Clock



It will be a close race, so watch the walls, but keep your eye on the timer.

Z CLASS: THE PLATINUM CUP

As a reward for enduring 20 courses that push you to the limit, you'll get to do it all over again. You'll need only one car to compete for the Platinum Cup—the Screamin' Eagle—so you won't need to run Car Attack races after winning the stages. On the other hand, it will be a lot tougher to win the stages. The unusual rules of drifting go out the window when you're traveling at top speeds. For example, often the only way to make it through a sharp curve with a jump is to go outside the curve and drift in the opposite direction. Good luck.

Screamin' Eagle



You'll see this car as much as Z Class races that you may have to get it washed if you win the cup, an even cooler car will be yours.

One Real Choice



You'll have a choice of cars to race in the Platinum Cup, but your only real choice is to fly like an eagle.

Ridge Racer Z Class



You've won these courses before, but it's a bit new. Usually the speed courses trick you up and disappoint with their moves.

Revolution Z Class



If you're having trouble with the many walls, jumps and tunnels on these courses, try to perfect your reverse drifting moves.

Renegade Z Class



You may be peeling yourself off of the canyon walls a few times before you're, but justice will be rewarded.

THE FINAL STRETCH

There are plenty of surprises on the way to the Platinum Cup, but you won't find out about them on these pages. Suffice it to say the Ultra 64 isn't the only cool vehicle you can win through

hand-driven accomplishment. Keep trying new things on the courses. Perfect your skills. One day you may find everything in this game—but it'll take some work.

Fly By



If you look closely, you may catch glimpses of activity in the outside world.

City Lights



Some of the most amazing scenery can be found on the night-time courses.

Big Screen



Check out the Jambatron stream of ferret races. Its color changes regularly.

GAMEBOY COLOR

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GAMEBOY COLOR



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Textbook Hockey AI



NEW Player Graphics



CYBER TIGER

©2003 Electronic Arts Inc.
Portland, OR 97208-3416



BIG EXPLOSIONS! MOVING TARGETS!! BOILING LAVA!!! AND POLO SHIRTS!!!! IT'S GOLF GONE WILD AND A TIGER'S ON THE LOOSE.

THE MEAN GREEN

Don't let the clean-cut looks and muffled shouts fool you—EA Sports' new golf game really lets loose. And it does so more than *Mario Golf* did, since four-player *CyberTiger* abandons amateur-style play for pure, outrageous outside action. The game stars Tiger Woods, the PGA boner who helped revitalize golf and rewrap the sport's stuffy image. Appropriately enough, Tiger's motion-captured appearance in *CyberTiger* does the same for video golfing, taking it to the extreme by introducing *Dunk Mode*, power ups and a shooting gallery.



"Hey, Tiger, do you know that you're a bunch of golf balls stuck to you?" Oh, well... There are just these fancy achievement and motion-capture systems that EA Sports used to pump your reactions into the video game. My bad."

KICK-PUTT MODES

CyberTiger sports three cruises (one is hidden) and features Stroke Play, Match Play and Tournament Modes. But that's all par for the course so far as golf games go. What helps this Tiger earn its stripes is its unique Tiger Challenges, Driving Range, Bunko Mode and Skins Game competitions.



STROKE PLAY

In the basic mode of play, golfers try to finish the course using the least number of strokes possible. Fortunately, the mode allows multiples, or do-overs, without penalties.



MATCH PLAY

Unlike Stroke Play, Match Play has golfers competing on a hole-for-hole basis. A player wins a hole by finishing it in fewer strokes than the opponent.



TIGER CHALLENGE

The Tiger Challenge is a more ruthless version of Match Play. Whoever wins a hole gets to handicap the loser by depriving the golfer of any club in inventory.



DRIVING RANGE

The target practice mode of the game, CyberTiger's Driving Range features moving targets like a bloop and a sub-bloop. If you hit one, you'll win a Power-Up Ball.



BATTLE MODE

Your driver becomes a fight club in two-player Battle Mode. Stationed atop explosive mounds, golfers tee off to hit and blow up their opponent five times.



SKINS GAME

Up to four golfers can compete for cash, or skins, in this Match Play setup. The jackpot increases with new holes, and the golfer who's the richest by the end of the course wins.



TOURNAMENT

In the marathon test of golfing prowess, Tournament challenges your bunker skills by pitting you in a 72-hole competition for up to four golfers.

POWER-UPS

Rather than presenting golf as a science, CyberTiger presents the game as a carnival. By hitting targets in the arcade fun house known as the Driving Range or finishing a hole under par, you'll

win super-powered golf balls that you can use in regular competition. The power-ups will help you reach the hole faster than normal, though the super golf balls are anything but normal.

DISTANCE

If you desperately need to conserve strokes, hit the Distance Power-Up, a ball that will fly farther than your swing normally would allow.



ACCURACY

One misadventure can send your ball off course, but the Accuracy Ball can act as that proverbial "fix" straight to wherever you're about.



SKIPPER

Putting around the water can take more strokes than you'd like to use. So use the Skipper that bounces your ball around for a few bounces on the drink.



NO BOUNCE

The best way to prevent your ball from rolling into water or hazards and bounces is to use the No Bounce Ball that stops as soon as it lands.



SPINNER

As the ball spins right (or left) and bounces into the air and rolls back onto the ground, the Spinners can deliver you the Spinner Ball.



TEE UP

You usually will struggle hitting your ball for when it's hanging out of the rough. Hit to with the Tee Up Ball, which will give you a clean shot.



BURROW

The easiest way to the hole is a straight line and not some meandering path. To cut through obstacles like rocks and trees, use a Burrow Ball.



WIND CUTTER

The ever-changing wind effects when you ball flies, but the Wind Cutter Ball delivers a gust to help your ball stay on course.



MYSTERY BALL

If you choose the Mystery Ball, it will turn into one of the other eight Power-Up Balls at random. None is bad, so it's always a safe bet.



GETTING INTO THE SWING OF THINGS



CHIP

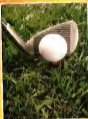
Change your shot selection by tapping the **Top C** Button before swinging. If you choose the Chip, you'll hit a short shot that will roll quite a bit.

PITCH

If you go for the Pitch, the ball will fly very high over a medium distance. The ball won't roll very much after landing, so use the shot to get back on the green.

FULL SWING

Full Swing is the basic shot you use in *CyberTiger*. Its power ranges from 15-120%, and it will send your ball in a far-reaching, but low-flying arc.



CATCHING SOME TIGER TIPS BY THE TAIL

Since *CyberTiger* emphasizes arcade game play over sim realism, you'll need to rely on *ah* strategies instead of perfecting your technique. Nothing's conventional or predictable when golfing in *CyberTiger*, but a few pointers may sharpen your swing and help you stay under par.

HOME ON THE RANGE



Before heading out to any course, start on the Driving Range, where you can practice your swing and you'll also be able to hit long tees to win Power Up Balls. Once you've stocked up on them, you can use them in your matches.



TAKING IT TO THE HOLE



To take a golfer at the hole you're shooting for, press and hold the **B** Button to activate the Flyby camera. To access the manual camera, tap the bottom **C** Button, then use **L**, **R** and the Control Stick to guide it around the course.

CLUBS TO SWIPE IN THE TIGER CHALLENGE



When it's get right down to it in *CyberTiger*, the key of your shot is all in the sequence. Now, for you can hit his greater impact on the ball, you can reach the hole, so swing the long distance club first, beginning with the driver.

IN THE HEAT OF BATTLE MODE



Then pull up at your opponent often and quickly. To draw a bend on your rival, press and hold the **Z** Button to bring up your rival and scope or press and hold the **B** Button to activate the Flyby camera.



GAUGING DISTANCE

When taking a shot, compare the distance to the hole with the starting power of your club. Power your swing as strongly and as late into account the slope of your landing site. If it looks like you've overshot, adjust the spin of your ball in midflight.



TAP IN

Since the weighting system requires you to push Down on the Stick to increase your power and then Up to hit, it's difficult to make short putts. The Tap In feature makes it easier for you when you're close to the hole. Press B and hold simultaneously to sink your ball at the hole automatically.

WIND AND RAIN



Monitor the wind icon in the upper left corner of the screen to determine how the gusts affect your ball's trajectory. Rain will also put a danger on your game, so even if you keep your ball from landing when it lands on the soggy ground.



GONG THE DISTANCE



Don't play across every fairway, but do cross the rough and send your ball across doglegs to set down on the stroke you take. The Distance Power Up is one of the most useful, so using it to go the distance.

ACCURACY COUNTS



Factors like the power of your swing, wind, weather and terrain make the difference between where the ball goes and where you thought it would go. To remove any doubt, use the Accuracy Golf that comes in on where you've aimed.



IN THE DRINK



Boiling or cold water hazards can wreck precious strokes, but sending your ball across can set you back even more if you sink it in the drink. Get your ball free of such to shore safety by giving a power-up along with the Water Stopper.

ON THE SKIDS



When you're aiming for a hilly area that could send your ball rolling into the rough, attack the No Bounce Ball. The ball will stop when it first touches down, so keep in mind that your shot will fall short of the projected distance.

AGAINST THE WIND



The Wind Cutter is especially good for crossing narrow fairways that lie just off the green. Without the power-up, the slightest wind could blow your ball into the rough. With it, you'll be able to breeze by and land in the center.



As plain as the progress on his face, the moves in the game are distinctly Tiger's. To capture his persona and the essence of his swing, the programmers at EA Sports motion-captured him in their studio.



TO A TEE

If you have the **Control Stick Up**, feel free to aim far beyond and the rough of the hole is more likely to be in the way of the ball. For a more subtle trick, you can use the **Control Stick Down** to aim the ball from the rough using a tee.



THROUGH THE TREES, LITERALLY



Tree obstacles normally will react to your ball off track. It may take your first strokes to play around obstacles like these, so play it rough (and then smooth). Literally, use the **Bowser**, then take advantage of these obstacles without them.

SPINNING INTO CONTROL



As you hit into a rough, use the **Spinner** and the **Control Stick** to affect the spin. **Spinner** will cause your ball to spin horizontally, while top and bottom spin will affect its arc, distance and landing orientation.

EARNING EXTRA POWER-UPS



In addition to making power-ups at the **Driving Range**, you can score the bonus balls during the course of regular play. For every hole you finish under par (bonus, eagle or better), the game will reward you with a power-up.

MAXIMUM POWER



Depending on how long you hold the **Control Stick Down**, you'll be able to swing with 5 to 100% power. If you hold the **Stick** too long, your power will decrease. In general, swinging with 100% or more is best for par.

UNLOCKING SECRET CHARACTERS



Cyber Tiger bonus adds Tiger Woods and a younger version of him to Tiger Golf. The great idea is to follow the Mark of Maura and a cast of other hidden characters. Earn them by hitting special (and very suspicious-looking) objects on the course. A password like "Dio I have will never" by screaming a golfer will that password, you'll unlock your secret character.

MULLIGAN AGAIN AND AGAIN AND...



The best thing about **Caesar Spins** is that your thought is unpredictable and tough when it comes to restoring precision shots, the game offers a no-fog option. If the **Caesar** mode is activated, you can make your shots, verifying your power values as they occur so it takes you to get it part right.



A TOUR DE COURSE

While **Mario Golf** balanced both arcade and sim game play, **CyberTiger** favors the arcade side of things, offering more and more action-oriented ways to take on the greens. Well suited for casual golfers and arcade gamers, **CyberTiger** will keep the diehard coming back to unlock its hidden golfers and secret volcano level. For of course, a password will unlock the main area, too. Try reuniting a character after a famous American volcano...

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All Pokémon, All the Time!

It's Time to Start Training!

All right, Pokémon Trainers! You'd better start building up. We've had the pleasure of spending extensive time with

Pokémon Stadium this month, and while we've been having the time of our lives, we've also decided that a warning must be issued. This game is a challenge. Sure, you can play through and probably beat it with just the usual Pokémon that the game provides, but you'll have much more luck if you use the



Transfer Pak (which will come with Stadium) to bring in the super-powerful Pokémon that you've spent so much time training. The Trainers that await you in the upper echelons of the championships have diverse and strong teams, and the AI programmed into their battle tactics will be unlike anything you've seen in human competition. Don't get too scared, though—if you follow a few simple steps, you'll be just fine.

| | | |
|--|--|--------------------|
| | | HP: 112 34 / 34 |
| STATUS LOCK | | |
| No. 007 ATTACK 28 DEFENSE 28 SPEED 24 SPECIAL 24 | TYPE: / GROUND EXP: 1570 OT: / ASM | |

In some situations sleeping with your catches—the Pokémon may have lower stats than another one of the same species.

1. Catch a Strong Specimen.

If you decide you want a Persian, don't just catch one Meowth and then train it until it evolves. Spend the time to catch four or five of them, then compare the stats. Wild Pokémon differ greatly in their statistics, and you'll see the wisdom of training only the ones with the most potential when they reach a high level.

2. Pump Them Up

Save up as much cash as you can and buy plenty of Carboos, Iron, Calcium and Protein. Each Pokémon can take many doses of each of these to jack up their Special, Attack, Defense and Speed ratings. You should also try your best to get as many HP Ups as you can, because the bigger your health meter, the longer your Pokémon will last in battle.

3. Diversify

You can take only three Pokémon into battle with you at a time in the competitions, so you need to vary the attacks of each Pokémon. Just having four Fire-type attacks isn't going to cut it for your Charizard because you may get ambushed unexpectedly. Why not outfit it with Dig as well? If your Pokémon can learn a TM that would be totally unexpected, then track that TM down and use it, because surprise attacks are key. An example: Rhyhorn is a Ground-type, so your opponent will likely bring out a Water-type to defeat you. When he or she does, you beat out the Thunder attack you outfitted Rhyhorn with and shock them out of the match.

4. Practice, Practice, Practice

Most of all, learn to fight long battles. Paralyze, poison and put your enemies to sleep. Know when to retreat and when to attack. Fight to the last Pokémon!



Sometimes an unexpected attack will make the difference, so outfit your Pokémon with versatile abilities to surprise your opponent.



Luckily, Stadium has tons of data screens to start let you shuffle around. This one fills with stats.

Pokéchat



Here's the hot spot for Pokémon news and pictures! We get a wealth of great art, but this month we'd like to call special attention to the Mew on the right, which was done by the daughter of Nintendo's own game guru, Ken Lobb. We always knew Ken was a closet Pokémonian!

Q: I wanted to feed my Jolteen Carbos until it was fatter than any other Pokémon, but after a while the game told me that the Carbos would have no effect. Why is that?

A: There's a limit to the number of performance bonuses you can give any Pokémon, and well there should be because otherwise you'd be able to keep buying the location and create infinitely powerful Pokémon. Carbos (which increase the Speed rating), Iron (which increase the Defense rating), Calcium (which increase the Special rating), Protein (which increase the Attack rating), and HP Up (which increase your Pokémon's hit points) can be used only ten times per Pokémon. After that, your Pokémon will have reached its limit. Of course, you may find people who have raised these limits using game-altering devices, but we call that cheating.

Q: I've been staring at pictures of Diglett and Dugtrio for a long time, and I can't figure something out. Is that reddish blob on their faces a nose or a mouth? If it's a nose, where's its mouth? And if it's a mouth, where's its nose?

A: Uhh...we're not exactly confident on this one, as our staff of Pokémon aesthetes is currently on vacation. A better question may be, what would the rest of its body look like if it came above ground?

Q: Are there any details yet about the compatibility of Pokémon Gold and Silver? Will you be able to trade with Red, Blue and Yellow? And will you be able to upload the Pokémon onto Pokémon Stadium?

A: As the Japanese version has only just been released, we're still pretty deep in the dark about the American take on Pokémon Gold and Silver. Since all of the Pokémon from the Red, Blue and Yellow games will exist in Gold and Silver, there may be a way to trade them over very onto the new games, but we simply won't know for sure for a while yet. We feel a little more confident predicting about Pokémon Stadium—since the new Pokémon don't technically exist in the States yet, there isn't any reason that they would have been programmed onto the Stadium game. There might just have to be a Pokémon Stadium 2 somewhere in the future to deal with this possibility—we can only hope!

Q: Once I use the Poké Flare to wake up Snorlax in the Game Boy games, why can't I throw it out? It's completely useless!

A: Side your tongue! It's far from useless! The Poké Flare acts just like Awakening in both. If your Pokémon falls asleep, just give the flare a toss to wake them up. You can use flares, and generally, then wake up on the very next turn to score sweet revenge.



Team Rocket!
Chad Jo Bagnaw
Vancouver, BC



#101 Mew
Melissa Lobb
Sammamish, WA



#74 Genie
Joan Porter
Tampa, FL



#7 Squirtle
Andrew Chad
Hopkinton, MA

A New Kind of Poké Ball

Now your Pokémon can wage battles from inside their Poké Balls! Toy Biz, a division of Marvel Entertainment, has brought the Pokémon craze to a hobby other generations know and love: marbles. Eventually 150 Pokémon characters will inhabit specially crafted marbles to be traded, collected, and yes, used to knock all the other Pokémon out of the battle arena. Sets of ten marbles will come inside special velvet Marble Pouches (shown on the right) and should retail for around \$999—not a bad price to pay for the chance to finally good your parents into a Pokémon battle. By now, they've probably lost all of their own marbles! (Like here!)



Ask the Professor



Things may be frosty outside, but I'm feeling toasty warm. Of course, that may have something to do with letting a pair of Magmar hang out inside the office. You didn't know Fire-types doubled as portable heaters? There's always something new to learn.

How many special Pikachu pictures are there in Pokémon Snap?

Why, EVERY picture of Pīkachu is special! Be that as it may, there are several snaps of this Electric-type that rank higher in my estimation. Two of them are on the very first level, the Pokémon Food to lure Pīkachu over to the surfboard on the beach—it'll hop on and start flopping for joy, at which point you can take a "Surfing Pīkachu" picture. A little later on, throw Pester Balls into the high grass before the tree stumps to make a Snyder appear. When it does, a pair of Pīkachu will hop out onto the stumps for another special shot (you can also play the Field Flute to see some serious pyrotechnics.)



At the beginning of the tunnel level, if you shoot a few snaps of Pīkachu, it'll climb onto an Electric for the "Pīkachu on a Ball" shot.



Although it ain't a special shot, the image of Pīkachu shooting upon the Zapdos egg is some Poké-Fume music as a sentimental favorite.

"Speed Pīkachu" requires quick reflexes to shoot. At the end of the River level, either hit the elusive Pīkachu on the log with an item or take its picture. It'll start blazing around as fast as its little legs can carry it, so you may have to take more than one shot to get a good centered image. The last two special shots can be found in the Cave, and they're the most difficult. For the first, watch for a Zubat that captures Pīkachu and starts flying around with it. It'll take an accurate long-distance shot with a Pester Ball or piece of Pokémon Food to free Pīkachu, but if you do, it'll deploy balloons for a "Balloon Pīkachu" shot.



Once "Balloon Pīkachu" levels, it'll run over to the Articuno egg. Play the Field Flute to track the egg.



Turn around and you should eventually see Articuno (also the ZERD-GNE with "Flying Pīkachu" orbits track!

What determines my rival's team in Pokémon Yellow?

Gary (or whoever opposes you in your quest to become the World's Greatest Pokémon Trainer) always starts out with an Eevee in the Yellow version of Pokémon. You may not have known it, but you have a hand in choosing what that Eevee evolves into. If you lose that very first battle with your rival at Professor Oak's Lab, the Eevee will eventually turn into the Water-type Vaporeon. If you manage to win that first battle but lose or pass up the battle west of Verdian City, your rival will ultimately end up with a Flareon on his team. And if you're a great fighter and win both at the Lab and west of Verdian City, a Jolteon will become the crux of your rival's Pokémon stable.



Who knows why you'd want to, but you could intentionally throw the first fight so Gary gets a Vaporeon.



No matter what evolution track the Eevee takes, it'll be powerful, so always have an anti-type.

Where can I catch a Ditto?

Well, that all depends on which Game Boy version you're playing. If you're a Pokémon Master, you can head to the Unknown Dungeon in all three versions, where high-level Ditto have been spotted. You can also take a little time on your way to Victory Road to hunt in the grasses of Route 23—there are plentiful numbers of the Normal-type deppelganger there. There have also been reports of a subterranean population of Ditto on Routes 14 and 15 in the Red and Blue versions, so instead of rushing to Fuchsia City, take your time to explore the sewers.



In the Yellow version, you can also find powerful Ditto made Pokémon Museum on Demar Island.



It's easy to catch once high-level ones—just watch weak Magikarp or Ketchu and let the Ditto transform!

Colosseum

With Pokémon Stadium just around the corner, it would be smart to start thinking about teams that can be boiled down to three strong fighters per battle.

This month we're featuring the team of Ian Fetters, who sent us his team over the Internet. Of course, Ian thinks he has the rest of you beat by a country mile, and we certainly have to agree that his team looks extremely strong. He doesn't even use personal powerhouse Mewtwo, the wonder of genetic science that we all know and love. Take a look to see if Ian's Pokémon measure up to yours!

Dragonite



Ian's Dragonite is trained to fight off anything that tries to attack its weaknesses.

Water- and Flying-type moves like Lapras, Claydon or Articuno get a ton of Thunderbolt, while Rock-types are the bad end of an Ice Beam or Surf attack. Hypoc Beas is there to deal with just about any Pokémon, including Electric-types that might take advantage of Dragonite's Flying-type weakness.

- Ice Beam
- Thunderbolt
- Hyper Beam
- Surf

Gengar



Gengar is made to destroy types of attacks that it's great on any team. Although he puts opponents to sleep with Hypnosis, he isn't to use Psychic instead of Toxic Calm just in case his opponent switches. Thunderbolt has a good chance of misleading plenty of unsuspecting Pokémon types, and Mega Drive will help fend off any Ground types that hope to exploit Gengar's Ghost-type status.

- Hypnosis
- Psychic
- Mega Drain
- Thunderbolt

Cloyster



Ian feels that a strong Water-type Pokémon is essential to any successful team, and we're inclined to agree.

Cloyster's high stats in every category but Speed help immensely, and Ice Beams raise any Grass-types who try to soak the heat out of it. Ian has refined the most Electric-types have a low Defense rating, so he figures that Hyper Beas can take care of them before they kill Cloyster.

- Ice Beam
- Surf
- Hyper Beam
- Double Team

Sandslash



Another majority of diverse Pokémon teams, Ground-types are a shrewd choice. Ian's Sandslash has slash big surprises, earthquakes, its normal, and the almost guaranteed Critical Hit does a lot of Pokémon. Rock Slide and Earthquake are extremely powerful in the hands of the Ground-type, and just in case of emergency, Ian's Toxic and Hyper Beam to round out his Sandslash's arsenal.

- Rock Slide
- Earthquake
- Slash
- Hyper Beam

Exeggutor



Exeggutor is a Grass- and Psychic-type, and has the advantage of absolute nature. Since Exeggutor has such a high Attack rating, Double Edge is a powerful weapon, and the recoil damage gets healed by the awesome Grass-type attack, Mega Drain.

Psychic is great against most types of Pokémon, and Sleep Powder is perfect for any situation in which Exeggutor doesn't reach up well.

- Psychic
- Mega Drain
- Double Edge
- Sleep Powder

Magneton



Ian calls Magneton his "ultimate windy-ence," and having lost his name from a lot of times in our life, we believe his. By reagents aside to the max with Double Team, Magneton will almost never be hit by anything, and its high Speed gives it the jump on most Pokémon. Ian then confuses and paralyzes the enemy with Supersonic and Thunder Wave. Obviously Thunderbolt outtakes Water- and Flying-types.

- Thunderbolt
- Double Team
- Thunder Wave
- Supersonic



#144 Articuno
Mason Hinkle
Atlanta, GA



#250 Beldibush
Nick Grove
Columbus, OH



#106 Hilmorise
Stephen Diaz
Cincinnati, OH



#111 Rhyhorn
Jeff Bore
Franklin, OH

Send questions, comments and art to:
Mystery Power
P.O. Box 27822
Redmond, WA 98073

Hot off the Press



Pokémon Gold and Silver have been stirring up wild adventures in Japan for several months now, and the more we see and hear about these games, the harder it is to wait for them to be released in the U.S. Right now, it still looks like they're heading for a Fall 2000 release, but stay tuned to the Pokécenter for updates!

Your Monthly Dose of Expensive Metals

Just because we care, we decided to give you some more tantalizing shots and illustrations of the future of Pokémon. You'll recognize many of these characters if you saw Pokémon: The First Movie—over here on the left is Snubbull, while everyone's favorite egg Togetic is bouncing around to the left of Gold- and Silver-style Pokédex. Of course, down on the lower right is Marowak, who gained fame on the Internet as Pkibabu before its official name was released. Even more exciting than these visuals are the pieces of information that are slowly leaking out. The most intriguing is the

notion of time. We know that there would be a time cycle of nights and days in the game, but what is now becoming apparent is that the game will actually keep track of real time. When you start the game, you'll input the day and time, and from that point forward, if it's Monday where you are, it's

Monday in the game, and it'll be the same time in the game as in your home. Just think—you may have to stay up late to catch certain rare creatures! Special events will happen on different days of the week, so you'd better be prepared to clear your calendar. We've cleared ours—we'll give you more news as it arrives!



Look at the great colors! This guy is talking about a tournament that occurs every Monday—10:00!



Mean...all new Pokédex data. No way have you got a creature on the profile that's in Pokémon: The First Movie.



For more Pokémon news, be sure to check out www.pokemon.com

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COUNSELORS' CORNER

Your Questions—Our Experts!



Rayman 2: The Great Escape

HOW DO I DEFEAT AXEL?

The first boss you'll have to tackle in the game is a big blue robot named Axel who's in the Sanctuary of Water and Ice. You can reach this automated enemy by tossing a powder keg at the X-marked door. Inside, you'll find glowing spheres and their color-coded pyramid counterparts near a door. Match each sphere to its pyramid to open the door. After you ride down a slide, Axel will greet you in an unfriendly fashion. The bucket of bolts is suspicious to Rayman's magic fist, so don't bother firing any blasts at him. Target the Purple Lame to move toward the mechanical monster. You'll need to repeat

the process of turn grappling until you get to the final one above Axel. A direct smack still isn't possible, but you



You'll need to grapple into position using the Purple Lame (eyeball). Direct attacks with your magic fist are not possible.

can target the ice above his head to make a frozen spike appear. Turn it into an anti-Axel projectile.



After you aim it to the final Purple Lame, look it up! It'll explode above Axel. Shoot it to defeat him.

HOW DO I GET THROUGH THE CAVE OF BAD DREAMS?

After scrambling across Clark in the Menhir Hills, you'll need to make a return trip to the Marshes of Awakening, where the Cave of Bad Dreams holds the key to revitalizing Rayman's bulky pal. It's easy

enough to enter the Cave, but you'll need to master some tough platform juggling inside. One major trouble spot is the slide race with the Guardian of Bad Dreams hot on your heels. Try to stay to the right,

where there are fewer obstructions, then clear a path using your Magic Fist. The guardian will grant you at the bottom with a salvo of skulls. Use your fist to turn the projectiles into platforms.



Clear your path down the slide by blasting stale meat with your Magic Fist. Don't worry about juggling—your speed will carry you across gaps.



After throwing some fresh air your way, the Guardian of Bad Dreams will launch a series of spinning skulls. Shoot them to create platforms.



Time your shots as the skulls are within jumping distance. If you have to struggle to reach a platform, the next skull will send you tumbling.

Donkey Kong 64

HOW DO I RESCUE DIDDY?

DK is the lone Kong at large, so it's up to him to free Diddy in Jungle Japes. After visiting the little monkey in the lockup, you'll need to find the three Coconut Switches that open the cage door. The first is above a cave door that's across the water from the main entrance. The second is above another cave entrance to the left of the main entrance. The third one is the most difficult: You'll need to stand on the cliff next to Funky's Store then fire your shooter at the lower-level switch.



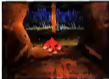
Diddy is cooling his heels in a cage on the upper level of Jungle Japes. You'll get a Golden Banana when you free him.



The first two switches are easy to activate, but the third requires you to fire your shooter from the edge of a cliff near Funky's Store.

HOW DO I REACH THE DK ARCADE GAME?

You'll probably get your first glimpse of the DK arcade console through a window in the Testing Room in Frantic Factory. After you've played the Barrel Blast game near Charley's cage, a lever will appear in front of the machine. Make your way to the Storage Room adjacent to Production. Climb up the pole in the small room off the Storage Room, then follow the hallway at the top to the arcade game. Gordie-Grab the lever to travel back in time to DK 1985.



Climb the pole next to the Storage Room to reach the glassed-off room holding the DK arcade game. Pulling a lever will start the game.



A perfect recreation of the 1988 classic *Donkey Kong* is in DK64, but you'll get only the first four levels and one life.

WHAT'S THE BEST WAY TO DEFEAT MAD JACK?

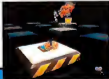
After Doff 'n' Scuff have all the bananas they need in the Frantic Factory, it's time for Tiny to take her turn against a boss. Mad Jack is a tenacious foe, requiring not only speed and skill, but also patience. It's

more than likely that you've already picked up Tiny's Ponytail Twirl from Cranky, but you absolutely have to do so before facing Jack. The move allows her to spin from platform to platform while the

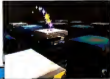
jack-in-the-box punishes her. Stay ahead of him until he stops, then dodge his fireballs and lasers to reach the same-colored block he's standing on. Smash-Slam the switch to give him a shock.



Use the Ponytail Twirl to carry about of Mad Jack. Try to jump diagonally—or trade places with him in midair—to avoid being off the platform.



Jack will throw fireballs at you while you try to reach the switch that shocks him. Time your jumps to stay one step ahead of his attacks.



In his final form, Jack will be faster and mostly invulnerable when he follows you across the platform. Trade jumps with his shiny trail.

Resident Evil 2

WHERE DO I FIND THE DIAMOND KEY?

Playing as Leon, you'll need to pay into some secret places in the Raccoon City Police Department to find the Diamond Key. First, you'll need to enter the door by the departed cop and push the step stool

inside the room to the filing cabinet. Climb up and grab the crank. Go upstairs from the library, then use the crank on the square hole. After shoving back the bookshelves, go to the roof and strengthen the burning hel-

icopter. Reenter the R.P.D., then go down the hallway and enter the last door. Place the red journal in the back of the room to get the King Plug. Look to the left for the box that contains the Diamond Key.



The crank you'll need in the library is on top of a filing cabinet in the R.P.D. building. Push the step stool over so you can reach it.



Push the red button in the library to open a hole in the bookcase. Keep pushing the shelves over until you reach the Bellot Plug.



You can strengthen the burning helicopter on the roof by climbing down to a spiral landing on the path below. Activate the valve handle there.

WHERE DO I FIND THE GOLDEN COGWHEEL?

As Leon, you'll need the Golden Cogwheel to acquire the Knight Plug. Finding this useful item requires you to move through the eastern part of the R.P.D. using the Club Key. You'll find the Club Key in the sewer as Ada, then you'll resume control of Leon. Reenter the R.P.D. building, go up to the first floor, then go down the hallway. Light the furnace with your lighter. You'll also notice three faucets you'll need to turn on to get the Cogwheel.



Once you have the Club Key, you'll be able to access rear parts of R.P.D. Light the furnace with your lighter.



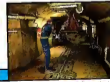
Turn on the red valve handle, then the right faucet, then the left faucet. Solving the puzzle will give you the Golden Cogwheel.

WHAT'S THE BEST WAY TO DEFEAT THE ALLIGATOR?

The sewers of Raccoon City are home to many unpleasant creatures, not the least of which is a giant alligator. Proceed to the waterfall, then use the medal and the valve handle to position the catwalk to the alligator's lair. When the huge reptile first appears, you may think you've got a long, unpleasant battle ahead of you. Once you find the red switch that releases a gas canister, however, defeating the beast is a relatively simple matter of sharpshooting. This monster should watch its diet.



The alligator may seem very tough if you try to defeat it with guns. Instead, find the switch that releases a useful gas canister.



The gas can grab the canister in its mouth, obviously thinking it will be a tasty snack. When it does this, shoot the canister.

Gex 3: Deep Pocket Gecko

HOW DO I COMPLETE THE FIRST BONUS STAGE?

The first bonus stage in Gex 3 will take you back to the frosty world of Holiday TV. This timed game involves hitting skating ches with your tail until they fall down. Knocking them down isn't a problem, but you may not have enough time to get them all if you go by the original countdown clock. Luckily, there are extra time icons inside the cabins, so you can duck inside if you see that you're running out of time. Work your way up to the top to finish off the five ches, then take an express trip to the bottom.



Take a look inside the mountain cabins. There are extra time power-ups in them that should let you knock down ches at a leisurely pace.



Take your snowboard off the top right edge of an extreme approach to the ramp. You may not make it if you take the long way down.

WHAT'S THE BEST STRATEGY FOR THE OLD MINE?

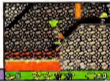
You'll need to get through the Old Mine in the Western Station level if you want any of the four remotes. Drop down through the hole in the saloon to enter the mine, but stay alert once you get there—the place is crawling with armadillos. If you aren't careful, these pesky critters will eat away all your Gex poses and make you start over. That would be too bad, since they are actually pretty easy to avoid if you're patient. Wait for them to approach you, then stop. They'll turn around to walk away but pause if you get too close. Wait until they jump, then hit them with your

tail. They'll curl up in their shells if you try a direct assault. At the bottom of the

mine, keep moving to the right. The left leads to oblivion.



Wait until the armadillo tries to jump on Gex, then hit them in the ear. It's the safest way to dispose of the annoying animals.



Grab the gopher at the edge of the left ledge on the bottom of the mine, but go no farther. You'll end up starting over if you do.

Q&A FAST FACTS

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In Canada Call:
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MARIO GOLF (GB)

1. What does the "holey" seed mean?
2. If it means you have an obstruction in the path of your shot, like a tree.
3. Do Stars and Golds Endure a money thing?
4. Just the grade of a well-typed poem.
5. Why are some paths blocked?
6. The paths will open up if you win tournaments.

EPISODE 1: RACER (GB)

1. I didn't hit my wall. Why am I losing power?
2. Your tank is probably overheated. Remember to turn it off when your indicator light turns red.
3. What does Entry do on the main menu?
4. You can enter your name so it will be recorded if you set a leg record.
5. Who is the best racer in the game?
6. Just as he is in the movie, Scialtie is the best racer in the game.

KNOCKOUT KINGS 2000

1. Why do I get knocked down, even though I have plenty of power?
2. You can get knocked down any time during the fight, regardless of how much power you have.
3. How do I get up if I'm knocked down?
4. Simply move the Control Stick from left to right.

TUROK

RAGE WARS™

He's a little, big hero for our times, but can Turok save earth from a vile fate? Turok: Rage Wars for Game Boy Color drops Acclaim's comic book hero into another den of biosours and danger. The climb out begins now.

©2003 Acclaim

The Amazonian Accordance (a.k.a. Intergalactic Scum) have come up with the entirely original idea of invading earth, leaving havoc Turok as our only hope for salvation. With the help of a piece of the Timefire, Turok is able to warp between four alien worlds to destroy threats both large and small. He'll discover powerful weapons along the way and create cool new combo weapons. And with the patented feature, you can restart Turok's adventure on any planet. Acclaim and Bit Managers have created another Turok for Game Boy worthy of its N64 heritage.



DINO DESTRUCTION

Turn-up Kits can turn many of Turok's weapons into more powerful versions, and the Mix Kit allows you to combine special features of weapons.

Uzi

This light machine gun fires bursts of three rounds and has two levels of upgrade.



Blade Launcher

With the Blade Launcher, Turok can throw knives. It has three upgrade levels.



Crossbow

Use the Mix Kit to combine the Bow and Shotgun for a powerful combo.



Rocket Launcher L2

For multiple shots and power, use the Mix Kit to combine the Lid with the regular Rocket Launcher.



Green Planet

Somewhere amidst the jungle greenery, a hidden lab is spawning an army of bio-monsters. Turok must battle through a jungle, race through a ruined city, traverse a river on a raft and storm the heavily defended lab. At the end of all this is a flying mammoth quite capable of crushing Turok's spine.



Lizard Cutups

These soldiers may be green, but they're also fighting mean. They charge straight for Turok when they spot him looking awfully funny through their hairy eyeballs, so shoot 'em to be able to defend Turok using the ka-fu.



Two-Shot

Grab the Doc Teen-up Kit to turn the pistol into a two-shot machine gun.



Bow-da-cious

Roll into the shore line on Turok who floats in, exposed on his slowly moving raft. Use the Bow to retain fire. The Bow and arrows have a slightly wider hit zone than the Pistol so it's easier to strike the enemies.



Mix Kit

Pick up a Mix Kit in the laboratory level after the end of the Green Planet. If you've picked up the Shotgun, you can mix it with the Bow to create the powerful Crossbow.



Open Sesame

A few pokes with the Knife are a couple of shots with your powered-up pistol will blast through those ancient doors. Once they're open, don't rush through them slowly and steadily, looking for wailing Eudroids.



Squeeze Play

In the Ancient City, Turok can find those little crabs between a screen wall and a hard place. Try to stay near the center of the scrolling area and never allow Turok in a position where he could be squeezed out of existence.



Out of Sight

Are enemies rushing at you from off-screen, clanking into you and rickling damage? If so, use the highly-leaky Blast-o-Matic technique. Shoot straight ahead as you walk forward. You'll hit enemies even if they're out of sight.



Shields Up

Turok collects shield icons as he moves through the game. Different types of shields protect Turok from specific types of attacks. Equipped shields take damage instead of Turok as long as they last.

Foil the Floater

The final stage on Green Planet is occupied by a key bio-monster who floats around on a hovering Ely pad. This green monstie drops acid water toward Turok, who can dodge the drops while shooting up at the boss.

Time Out

Pause the game to select weapons and ammo, then head back to the battle with the right equipment.



Once Bitten

Use the shield against bites to protect Turok from the spiders that drop down from above.



On the Blink

When the boss blinks, you've scored a hit. But watch out for the blue fire that's sure to follow.



Desert Planet

Turok's second mission is on a desert world where an elite force of Endstools is being trained. You'll receive the Blade-Launcher at the beginning of the mission to help you battle through the storm of bullets. This mission also requires some demolition work with TNT, and Turok must be disguised by a holographic projector to infiltrate the base. Watch out for the many traps.



Power to Turok

The first level of the Desert Planet has new weapons and some obstacles throughout the maze-like territory. If you explore every area and jump over all the barrier spikes, you'll find all the goodies.



Keeping Up

The second level uses a forced vertical scroll to keep Turok hopping. Enemies face the front the whole and later creep toward or seaway bars. Don't fall behind or you may not clear the obstacles.



Big Gulp

Goopier jaws of doom try to slomp Turok in the third level. At the same time, you'll have to dodge many fast flying multiple enemies. Although this level is really world-class, you can also explore territory to the left and right.



In the fourth level, Turok is disguised as a Moslem. Enemies won't attack unless you attack first. Find the explosives shown here in the red box.



The Big Bang

After restraining the explosives, retrace your steps and head north, where you'll find the TNT bombs. Touch it to blow it up explosively and open up the boss level.

Top the Tank

Back in Turok's regular form, you'll meet this terrifying tank. Its three turrets fire almost constantly, giving you little room for dodging.



Dodge

Keep moving to avoid the tank's shots. In the final phase, Turok and shoot with a rapid-fire weapon.



Shoot

Target the three guns to steam into against this technological tyrant. After getting a hit, dodge up or down to safety.



Victory

When you've substantially weakened the tank, it will turn a reddish color. Just a few more shots will finish it off.

Frozen Planet

The Amaranthine Accordance has built a robotics factory on a frozen planet. Armed with the Rocket Launcher, Turko will face warrior robots, thin ice, strong winds, polar bears and other mechanical menaces when he storms the base in search of its giant, robotic boss. When the action is in this bot, it's definitely no time to chill.



Cold Dip

In the first level, the ice floors have concealed weak spots that break when Turko steps on them, plunging our hot-blooded hero into a frigid bath. Although the pools slow your progress, they don't cause damage. A little dip never hurt anyone.



Grab the Gun

This stage of Turko's odyssey takes him to a mountainous region where falling boulders can give you a mean headache. Look for the Gun in the far northern corner. Its rapid-fire capability will come in handy a head.



Windy Weather

Further up the mountains, Turko runs smack into a wind storm. The force of the gale pushes our hero toward ceilings and hazards such as wide swaths. Mess with your polar bear goggles, so be prepared for battle.



The Crystal Cavern is home to giant bugs, ninjas and other nasties. Look for the switch stones in the red box on the map. That opens the door at the top left.

Rout the Robot

The mighty mechaoid at the end of the Frozen Planet loses its head in anger when Turko shows up in the lab. Agility will keep you ahead of the game.

Head

Aim for the robot's head as it flies around the room. It's the only vulnerable spot.



Blink

When the robot blinks, it means that you've scored a direct hit. Watch the eyes.



Shields

The Shield Against Shield protects Turko from the head batters.



Wind Power

The high winds on the mountain assist Turko in leaping across the yawning gaps. Get a good running start when the strongest gusts are at your back, then jump just as you reach the edge of the ravine. You'll sail right across.



Bear Stopper

These bear-like critters on the mountains don't take too kindly to strangers, and they don't just lie down when you plink away with your pistol or power hammer. Show them the door by introducing them to your Shotgun. That's one thing they can't bear.



Door Switches

The switch on the floor is easy to operate once you find it. Just walk over it to open the door. Of course, after activating the switch you still have to find the door.

Volcanic Planet

The heat gets turned up when Turok invades the final stronghold of the Armesothine Accordists on a scalding world of volcanoes. Once again, Turok must use the holographic projector to sneak into the base. Your job is to track down a hideous beast that has been trained especially to destroy earthlings. You'll face rivers of lava, pools of acid, bombing robots and more fun than you can imagine.



Hot Feet

The auto-sneaking action keeps you hopping from platform to platform. If you step in the lava, expect to take damage. And becoming invisible makes it all even better.



Thick Skin

The holographic projector hides Turok's true nature in this level. No one will recognize him as long as he doesn't reveal himself! Unfortunately, you'll be grossed-out every time you open a door lock.



Bombing Run

When Turok arrives on the volcanic world, he enters a tunnel rouse filled with auto-turret defense robots that fly about dropping bombs on his whereabouts. You can't destroy these enemies, so just dodge them while running for the exit.

Defeat the Dragon

This bio-mechanic bad boy is burning to blast Turok out of his boots. Watch out for the blue fire and other shots. It can take a ton of hits, so it's best to have extra life.



Weapon

The Triple Shot Shotgun almost ensures that every time you shoot you'll get a hit.



Pounce

After the beast has taken massive damage, it will pounce at Turok. Keep moving.




Flash

The boss flashes when it takes a hit. It won't take more damage until the flashing stops.



Earth Is Saved

Turok: Rage Wars packs in the action and is full of surprises. Creating combo weapons is a great concept that adds to the fun. The graphics, sound and play control all live up to the high standards of previous Turok games. In short, if you like action, Turok: Rage Wars for Game Boy Color delivers. 

VATICAL ENTERTAINMENT PRESENTS

VIGILANTE 8E



- The **ONLY AUTO-COMBAT GAME** on Game Boy Color
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VATICAL
ENTERTAINMENT

From the mists of time (way back in 1990) comes an adventure for Game Boy Color. Nintendo Software Technology Corp. is recreating SNK's *Crystalis*, capturing the magic, mystery, and excitement of the epic NES game. Take a look into our crystalis ball.

Crystalis



THE DAY OF DRAGONIA

Following a devastating nuclear war and a sleep of 100 years, the hero of *Crystalis* wakes to find a world where technology and magic coexist, a world that is threatened by the ambitions of the Kingdom of Dragonia. Swept up in a noble quest, you'll learn to fight, use magic and help the deserving people you encounter on your journey. The Game Boy Color version features some enhanced graphics, digitized speech and new areas to explore.



Real-time fighting will keep you out on your toes. You'll control a sword and a magic ability simultaneously so you can attack foes and heal yourself at the same time.



The people of the future know a lot about what's going on. You'll have to talk to everyone to solve riddles and learn about the odds and dangers that lie ahead.



As you progress through *Crystalis*, you'll earn eight magic powers, including the ability to teleport between regions or speak to the four sages who inhabit you.

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ARMED FOR ADVENTURE

Swords & Sorcery

Four elemental swords provide most of the fighting punch in the game. Once you find all four, you'll combine them to create the fifth sword—the Crystalis Sword. Some enemies are more likely to take damage from particular swords. Swords can be powered-up, as well, once you find special items.

The Mightier Sword

Every sword has a built-in power attack if you hold the B button; this sword's power meter will fill up and juice up your attack. The most basic power-up lets you fire sword shots at distant enemies.



Super Swords

As you explore the world, you'll find special items that give your sword even better powered-up abilities. Many of the special attacks will allow you to progress beyond particular stages or roadblocks.



The Sword of Wind

The first weapon in the game is only slightly more powerful than a blast of hot air. Fortunately, it's strong enough to defeat the weak enemies near the town of Lual.



The Sword of Flame

You'll receive the burning sword once you reach the town of Dak. The Flame Guarder activates the sword's third level of power, creating a circle of fire.



The Sword of Water

The sword helps you clean up enemies and create frozen bridges for crossing water or lava basins. You won't find this powerful weapon until you reach Armbones.



The Sword of Thunder

Found in the Caves of Stone, the Sword of Thunder can blast through enemies and ripen down every enemy on the screen, but only if you find the Bell of Thunder and Stormbracket.



The Sword of Crystals

Once you have all four swords and find Maza in the Tower in the Sky, the swords will combine to form the Crystalis Sword. It's only purpose is to attack the OYNA computer at the end of the game.



Save Your Skin

With dangers and enemies lurking behind every bush and stone, it makes sense to protect yourself with defensive items and magic. In *Crystalis*, players will use items as well as spells to heal themselves and prevent damage to their hero from enemy attacks.



Armored Uprising

Players search for a buy armor and shields. Once equipped, they'll help reduce the amount of damage you'll receive from attacks. Some of these items have extra powers, such as the restorative power of the Psycho Armor.



A Charmed Life

Spells can be an essential lifeline for protecting yourself in the wilderness. Spells such as Barrier protect you from attackers while Refresh helps heal your wounds and restore depleted HP.



You Can Take It With You

Items of many types are an important part of *Crystalis*. The answers to many of the game's puzzles require that you find key items. Other items add to your abilities or help you stay alive in this dangerous world. A large inventory of items is accessible at all times.

Survival Supplies

Visit shops to restock on supplies that items such as Medical Herb, Antidote and Fruit a L'Amour to buy useful items such as Warp Boots. You'll even buy gold for these purchases by delivering enemies.



Antiques Road Show

No amount of money can buy you some items. You'll discover these one-of-a-kind treasures when you listen to legends and explore the world. Many of these antiques have magical powers.



MAGIC AT WORK

Wonderful Wizards

One of the unexpected side-effects of the nuclear war is the resurgence of magic and wizards. Although you'll learn just eight spells in *Crystalis*, they are all very powerful. They're also easy to use—just one button casts the spell.

Master & Pupil

You'll have to learn and cast the ways of magic once you understand this quest. Four wise sages and wizards teach the eight basic skills, but only if the you prove your worth by performing good deeds.



The Source of Magic

Just as your character has a limited supply of HP, you'll also have limited MP, or Magic Points. These points are depleted each time you cast a spell. Staying at the end or using the Fruit of Power helps restore MP.



Refresh

Restore a measure of health with the spell of Refresh. This is the first spell you'll learn, and it's one of the most useful in the game.



Teleport

Although it costs 20 MP per use, the spell of Teleport warps you here to any town that you've visited except the Town of Zanabes.



Telepathy

Once you recites the spell, you'll be able to speak to the people in Oak. You'll also have the power to consult with the four sages at any time.



Paralysis

When the battles become tough, try putting enemies to sleep for a short time with the spell of Paralysis. The spell wears off within five seconds.



Recover

Recover is just what the doctor ordered if you've been poisoned, paralyzed or cursed to stone. The treatment is expensive at 74 MP per spell.



Barrier

The barrier blocks all enemy shots from hitting you, but the cost is two MP for every second that you hold the A button.



Change

Sometimes it's better to become somebody else. Change allows you to transform into Stone, the Soldier, the Warrior, and Akabaka.



Fly

Once you've learned the Flight magic, you can cross barriers by flying over them. The spell costs 30 MP for every second of flight time.

AFTER THE END OF THE WORLD

Future Imperfect

Helping those who can't help themselves is the key to success in this world. Many people you meet will have vital information, so it's important to listen (or read the messages) with care. In some cases, if you help the people, they'll help you in return.

Loose Lips

Instead of sinking ships, neighborhood gossip in *Crystalis* leads to valuable information more often than not. Talk to everyone in every town, and return to talk to them after accomplishing tasks.



Fabulous Friends

If a character asks for help, or even mentions a problem, you combat that in the beginning of a side task. The task may involve finding an item or a person. It's always best to help out.



The Journey

Although the main form of transportation in *Crystalis* is walking, heroes will learn several other methods to help them get where they want to go. It's not always easy. The types of terrain that you'll cross include swamps, volcanoes, sea, mountains and other dangerous locales.

Tempting Travel

Two magical spells help you move from place to place. Flight lets you hover and glide over objects on the screen. The Teleport magic instantly warps players from one town to another.



Swamp Things

Ward your condition, visit a several places in the *Crystalis* world in the swamps. For instance, you'll have to breathe through a gas mask to protect yourself from the poisonous fumes.



A World of Wonders

Crystalis sprawls over ten regions, each with distinctive terrain, towns, people, enemies and challenges. You'll move back and forth between these regions, solving problems and completing tasks. Exploring the world will help you discover a wealth of secrets. Here's a quick overview of just a few of these magical places.

Wind Valley



Your journey begins in Wind Valley over the town of Laid. The broken Wedell is one of your first concerns, and the local villagers likely to draw across the land out of your journey.

Swamp Forest



Some of the regions are treacherous for several reasons. The Swamp Forest is filled with poisonous fumes. It's also home to the vicious Swamp Dog, and it's where you'll find the village of Oak.

Mount Sabre



Nalen's life is harder on Mount Sabre along with general challenges including the battle with General Kolbe's ice. You'll find valuable items such as the Toronado and Flame Bracelets on these cold slopes.

Portoa



The town of Portoa lies back to the ocean and the place where you'll find the magical Hat of Lure. You may also encounter a fortune-teller here, or try looking toward the westerly nearby.

Angry Sea



The sea coast is full of strange places. Here you'll find the Town of Zordaris and The Village of Just. There's a lighthouse, too, and the Sea Altar. You can ride around on a friendly dolphin to reach all the areas.

Twisted Worlds



Wells of war and 100 years of change have left parts of the world almost unrecognizable. The Village of Amasans allows only guests to enter. After another area, you can have a conversation with a robot.

Fearful Foes

Vampires, tigers, witches, bugs, a dragon and even a megalomaniac computer will try to stop you from creating the Crystalis Sword. Some of the enemies wander about the overworld areas while others are boss characters that put up major fights. Building experience and getting the different swords and power-ups is the way to win.

Minor Mutants

The effects of radiation have created weird enemies out of familiar critters. You'll encounter these monsters as you explore the overworld areas. You may have to deal with several kinds of bees.



Major Madness

Some characters often have a specific weakness, and exploring that weakness may be about the only way to beat them. You'll find 13 major bosses in Crystalis, and some of the stages or more than once.



The Crystalis Watch

The development team at NST plans to have the game fresh and ready for release by this spring. Virtually all of the parts, people and places were present in our preview version. Although there are a few small differences from the original NES game, the game is essentially the same. Crystalis is as good, or better, than ever. ☺

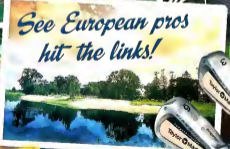


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WINNING POWER

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PGI TOUR STICK

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Taylor Made

BIONIC COMMANDO™

ELITE FORCES

The perfect blend of humans and machines. Sure, we could be talking about the half-organic, half-synthetic guerrillas that debuted on the NES. Or, we could mean the alliance between Nintendo Software Technology and Game Boy that has brought a classic back.



the bionic brains

Nintendo Software Technology (NST) has taken the classic *Commando* "blueprint" and used it to create an all-new Game Boy Color game, stuffing it with 24,000 colors, voice samples

and high-res visuals that stretch the platform's limits. You can read all about NST on page 46—trust us, this team is for real.

go commando

Remember the *Bionic Commandos*? About pay high, headlocked, heavily armed, digital ocular interfaces, telescoping grappling hooks instead of right arms? These uber-soldiers are your only chance against Arcturus.



THE BIONIC MAN...OR WOMAN

That's right, folks. The days when *Bionic Commando* Arcturus's doors were closed to women soldiers are over. You can take a male or female commando into the fray, and whichever one you choose, you'll be repped by the smooth-talking—NST worked its trawlers of attraction into the bionic machine.



prepare thyself

Of course, when we say that the commandos will be heavily armed, we don't mean their steel limbs. As you hunt for the Absorbers in a war against Arturus and the Avans, you'll slowly

accumulate plenty of weapons and items beyond your standard-issue gun. You'll have to make choices, however—you can take only one weapon, item and piece of armor into each stage.

WEAPONS OF CHOICE

No matter which gun you take into battle, you'll have two different shooting styles. You can either fire laser shots at a time, or hold down the trigger and charge up the weapon for an extra powerful blast.



EXTRA GEAR

You'll also accumulate peripheral items and armor which will aid you in your quest. Helms and Helm upgrades, which items like the Steel Boots take your feet into lethal weapons.



a call to [bionic] arms

Some of the rare weapons and devices will give you an extra edge in the war with Arturus and his massive army, but nothing will be more vital than your trusty bionic arm. Since the

commandos have no means of propelling themselves into the air in the traditional manner, they must instead count on precision grappling to negotiate the varied battlefield terrain.

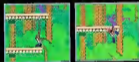
NEVER STOP SWINGING, BABY!

The most simple maneuver in swinging over short gaps. Just press A to launch your bionic arm out on a diagonal trajectory. Then, once it's planted, press the direction you want to swing. Pressing that direction again will release your grip.



UPWARD (AND DOWNWARD) MOBILITY

Your arm has longer reach straight up, and you'll find that many platforms permit you to climb onto them from below. Press Up and A to lock on to the platform above you, then press Up again to climb. Press Down twice to drop and hang below.



REACH OUT AND TOUCH ANYTHING

If you fall, repeatedly launch the arm out in the hopes of latching onto something solid—this will save you time and tears again. As you progress in the game, you'll learn to use this technique to get across seemingly impossible gaps.



THE BIONIC KNUCKLE SANDWICH

You can use the arm for more than just getting around, too. It won't dislodge any enemies, but if you can land a solid steel knuck on the chin of an opposing soldier, it'll stun him long enough for you to make your escape or blow him away.



level one

As you parachute behind enemy lines, try not to think about the fact that you're completely out of from outside assistance with only a gun and a mechanical arm to help you. Enemy presence is relatively light this early on, so take your time.



THESE ARE NO BOTTOMLESS PITZ BY THREE EARLY LEVELS, SO TAKE THE TIME TO PRACTICE YOUR SWINGING TECHNIQUES. YOU WON'T LOSE A LIFE EVEN IF YOU MISS YOUR SWIP AND FALL.



CONTACT HEADQUARTERS

The Ase soldiers have communication outposts at every level, and your initial mission objective should be to find such one and get information from your GO. Sometimes you can even slip into the enemy's base.



SNIPER HUNT

There's something you have to do on the NSE. When you see the sniper in an open area, press B to go into Sniper Mode. If you pick off all the enemies in time, you'll get some emergency supplies.



EMBRACE LIFE

Keep your own level health gauge always open for out-of-the-way areas—sites they will be repaired for health re-energizing supplies or extra lives. In this case, it's a free life. Grab it and rejoice!



BUST UP THE JOINT

Your goal is to smash every site you pass through, so when you find the missile site, start blasting the yellow control box. Latch on to the ceiling to avoid the periodic bursts of flames.



level two

Level Two will present you with some new trials, like spiked pits and platforms of angry Avars that attack en masse. Stay cool—you're a commando!

TAKE THE LOW ROAD

This is also the first place that boasts a secret area. If you press Owen twice to drop through the platform at location 1, you can intentionally fall and save yourself just before you hit the spikes.

1



Crouch and use the barrel to pull yourself toward your prize. The Red Cartridge is worth ten of the ordinary ones the soldiers drop, and if you collect enough of them, your health capacity will increase.

2



PHONE HOME

Even if you don't think you need any advice, stop in and contact headquarters anyway. If you don't, the floor-laying dragger into the level will never stop. As always, tap into the enemy base for extra information.

3



DESTROY THE REACTOR

The control platform is the ideal spot from which to blast away at the reactor core, but you'll have to contend with a phalanx of Avars. Lure them to the lower level so they

won't attack you. Then climb up and blow up the heaping pile of grenades that cascades each second from the reactor.

4

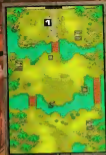


enemy attack!

Chances are, you'll be ambushed by one of the trucks moving around on the map before you can reach Level Three. Ambushes will be frequent as you navigate the map, but the top-down battles won't present much of a problem.

GIVE YOURSELF NEW LIFE

The enemies are easy to defeat or avoid, and the large tank at the end of the level will always provide you with an extra life. Seek these contraptions whenever you're low on second chances.



level three

Level Three drops you into the depths of the jungle, where vicious spider-pod predators share the treetops with *Avatar* subjects. Climb with care.



1
S. V. DAL.

SHIELD BOSS

At the end of the level a large enemy with an extra large shield will make you feel overpowered. As the shield boss loses its deflector, you'll see a red glow. Climb up high to make him fire toward you, then drop down to shoot him while his shield is raised. Use Energy Pods to recover.



level four

In the lofty heights of Level Four, your security net will finally be removed. Tumbling off these high platforms will mean the loss of a life, so you'd better have your bionic arm operating at peak efficiency.



A COMMANDO IN NEED

Apparently Artwax has begun tracking the signal from your decoder. After finding his exit from H.U., head up to the temple heights to find your commando. Your partner-in-arm will direct you to the waterfall's peak.

1

| | |
|--------|-----|
| HEALTH | 100 |
| ENERGY | 100 |
| WEAPON | 1 |
| ITEMS | 0 |



IT'S EASY IF YOU'RE GREEN

You'll have to complete the level to earn the Green Decoder, but once you do, re-enter the level with the device and use some creative swimming to reach secret communications rooms at the base of the waterfall. You'll open Level 10.



| | |
|--------|-----|
| HEALTH | 100 |
| ENERGY | 100 |
| WEAPON | 1 |
| ITEMS | 0 |

CRASH THE AVAR PARTY

Another day, another reactor to destroy! Use the same tactics as the last time, know your construction crew and down who drop in from above and evading the triple blast from below whenever you have a opening. It should be simple if you have any Energy Pills left.



secret base

If you use the Green Decoder to open the way to Level 16, you'll stumble on a Secret Base midway to your destination. This small outpost presents the same top-down conflict as the truck ambushes do, and the level of difficulty is about the same.

STOCK UP ON LIFE

There's no task holding the extra life in the Secret Base—the bonus lives are merely collected in the remote upper-left corner of the level. Be sure to reenter whenever you run low on lives.



obstacle course

Level 16 is completely devoid of life, hostile or otherwise. All you have to do to complete it is working your way to the top of a plain of obstacle course. If you make it to the top, you'll earn a promotion point, which will change the color of your uniform.



EVEN PARTIAL HUMANIS LIST TO GET PROMOTED EVERY ONCE IN A WHILE!



LET'S SEE YOUR SKILLS

You might as well practice the skills you'll need to survive the later levels. Climb on to a pillar or overtake this enemy net and break a doorway to track your next target appears, just as you'll be able to grab it and so on.



elite techniques

That's as far as we can take you for now—this game is expensive, and the levels only get bigger and more difficult. You'll get cooled weapons like the Flamethrower, Wide Gun, and Pulse

Gunner to aid you in your quest, not to mention bionic goodies like Body Armor and a Rapid Fire modifier. These will help immeasurably, but of equal value are some tricks of the trade.

LOOK HIGH, LOOK LOW

As always, your basic aim will be your main transport, but you may want to areas that seem to present no purchase for its clasp. Look a little harder. You can look on to and among from many things that seem to be just part of the scenery.



THE OLD DROP AND FIRE

This technique is absolutely essential. If you're hanging motionless from a platform that you can't climb, press Down to release the app. Then press A quickly to reattach it on high. You'll start swinging and will be able to move laterally.



NEW AND NASTY IMPEDIMENTS

You'll run into a number of obstacles in your travels that can't actually harm soldiers. The upper levels are rife with mounted turrets and mines that will try to end you unprepared. When in doubt, grab something stationary and open fire.



AWARICIOUS ANTAGONISTS

It goes without saying that the bosses get much harder as you go, and even the foot soldiers get tougher. You'll meet up with purple specialists, para-troopers, snipers and Flamethrower-toting barbarians. Approach them all with caution.



the albatross awaits

As you can see from these screens, NST has done an amazing job of stretching the Game Boy Color to its limits. What the screens don't show, however, is how fun and fine-looking this game is in action. If you're a new recruit to the bionic martial arts or an NES veteran looking to cut your teeth on a new and improved adventure, it's time to go commando. ☛



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Game Boy

a-Go-Go

Boy Crazy!

Game developers are smitten with the Game Boy Color, which is good news for all Game Boy owners. This month's selection of games includes an old game revitalized for a new generation, a giant lizard, twin detectives, plenty of cats and much, much more. It's easy to see why so many people and game companies have developed a crush on the Game Boy Color—it's good looking, easy going, and fun to hang out with. C'mon, you know you're a little Boy crazy yourself...so read on!



KING OF THE MONSTERS

You see the Lizard King in this attractive game based on the modern animated series. Godzilla attacks like a monster should, with stomps, swipes, bites, tail swings and good old fashioned radioactive Fireballs as he makes his way through this sidescrolling game. Finally, you can play as Godzilla without wearing one of those rubber suits!

Godzilla: The Series
 © 1998 Activision
 Publisher, Inc., Godzilla
 © 1995 Toho Co., LTD



G-Force

Big amphibious lizards are always being attacked by snakes and planes when they're trying to take a walk. As a defense, the giant ugly monsters tend to develop a good set of defensive maneuvers. All abilities go up in level as you earn points.



Fireball

Breathing fire (A Button) is a Godzilla necessity, and our hero brings the game with this ability. Fireballs can take out a small truck or plane with one hit. You can move Godzilla back to aim the ball of fire.



Bite

Godzilla's bite (Right and A Button) is good for attacking enemies that fly in the air close to the ground. It's your best defense against the flying saucers, but you won't have many opportunities to use this attack.

Godzilla's Revenge

This new job Godzilla doesn't attack unless he's attacked first—but when he does attack, watch out! Something or someone has Godzilla as an opponent, and he stomps through the various levels searching for the cause of his anger.

Level 1



Godzilla starts his moves in Level 1. The big scaly one starts off with a tiny health meter, and only the Tail Whip and Fireball to protect her. Ain't the Fireball our most attackers on the ground, and try to Tail Whip the planes that fly overhead. Use the new moves as they become available.

Level 2



Normally Godzilla would enjoy a stay on a tropical island—but under one? He is amphibious, but come on! Ain't Fireballs at the sun when they're out of saving day long, and back stamp the undersea tanks. Godzilla isn't slowed down by the water or bit—and it seems that radioactive Fireballs are waterproof.



Buzz Off

The five big helicopter. It will move around, making it harder to aim at—but if you get in enough Fireballs while blocking the mine from the helicopter, you finally beat the monster machine.

Game Boy

a Gotta



Claw Swipe

Press Right and the B Button to reach out and swipe someone. Claw swipes reach only things hovering at G-Man's arm level, but many things seem to hover at G-Man's arm level.



Tail Whip

The second move Godzilla starts the game with is the Tail Whip, which you perform with the B button. The Tail Whip can't be aimed, but it has good range at its height.



Foot Stomp

Another classic Godzilla action is the Foot Stomp, under which many cardboard and computer-generated sets have crumbled. Once you aim this move, you will use it for all your ground-level needs by pressing Select.

Be ON GUARD

Godzilla can throw his arms up over his head to protect himself from attacks, no matter where they land on his body. Use the left arrow to get up Godzilla's guard. Godzilla can't block his forehead—keep an eye on the guard meter.



The Mysterious Electromagnetic Fiend

No one is quite sure when the Electromagnetic Monster came from, but it sure doesn't like Godzilla. Be careful, because you don't see a single Fireball, and look as many of the monster's electric attacks as you can to emerge triumphant.



Destroy ALL MONSTERS

The big G-Man clone monster levels and several tough bosses to take on, including a really sticky creature that will have Godzilla stuck in a sticky goo and unable to attack. Could it be that a large corporation is deliberately attacking Godzilla for its level quest?



The New Adventures of MARY-KATE & ASHLEY



SLEUTHING SISTERS

The Olsen twins, stars of sitcoms, books and TV movies, finally make the transition to video game stars with this puzzle-solving game based on the popular book series featuring the twins as junior detectives. Mary-Kate and Ashley are not identical twins, and it shows in this game, which emphasizes the differences between the girls and their need to cooperate.

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A FULL HOUSE

Mary-Kate and Ashley, and their amazing dog, Clue, have to cooperate to solve any crime before dinner time. Each character has special abilities, which you will need to combine if you want to solve the mysteries.



Ashley

You will encounter many obstacles within the puzzles, and Ashley is the only character that can flick them. She can also pick up the dog and throw her, allowing her access to areas he normally couldn't reach. The twins look nice, but Ashley's prystal points up.



Mary-Kate

The more athletic twin, Mary-Kate, can jump much higher than any other character in the game. She can also boost the other characters up to higher levels, when necessary. Mary-Kate's prystal points down.



Clue

Clue is really very useful. In addition to his perceptible states, Clue acts as a catapult for the girls to reach new heights, and he can swim. Ashley and Clue can stand on Mary-Kate, so don't feel too bad for the dog.

TWO OF A KIND

The New Adventures of Mary-Kate and Ashley is a puzzle game at heart, and each character is equally important. In most puzzles, all three must cooperate to solve the mystery.



Pick up the Clues

When you pick up all of the torn pieces of paper scattered around each level, you will get a clue. This clue will help you figure out what each character has to do to reach the exact puzzle piece in one of the levels.



Collect Hearts

Some puzzle levels as you did within the levels. The hearts aren't exactly lying all over the place, and for good reason—they're worth an extra life. It's pretty easy to turn into an obesity, accidentally or fall into the same system—you'll be needing those extra lives.



Pest Control

Ashley can hurt Clue at times to clear it out and activate the level solo for the girls. You have to give her a lot of the attention—he can't simply walk up to the island and then politely go away.



Watch Your Step

Mary-Kate, Ashley and Clue sometimes have to fall to get to a different part of a level. By not to fall too far, however, or you will lose a life. You can't steer the twins or the dog much once they are falling.

BONUS GAME

After you have picked up all the experiences and completed the puzzle, you will play one more a game where the goal is to find red collectibles. You were just in the puzzle—for the first time, it is a bonus. Then you can a bonus—a level filled with hearts to pick up within the 100 limit.



THE PONG SHOW

Game Boy

a Golf!

The great-great-granddaddy of all video games, Pong, has come out of retirement to teach the young folk a thing or two about how it was done back in the good old days. As with many video game classics, the premise is simple and the game play is repetitive but very entertaining.

© 1999 Hasbro Interactive, Inc.



THEME PONG

Pong has certainly come a long way since the '70s, when two white rectangular paddles and a square for a ball were considered to have revolutionized high-tech entertainment. The three new modes each put a different spin on the game.



Classic Pong

The original version of Pong is completely faithful to the simple electronic table tennis concept. The ball can bounce off the top and bottom of the screen, throwing a few more possibilities into the game play.



Jungle Pong

The exotic Jungle Pong uses a bigger ball than classic Pong, and there are logs in the middle of the playing field that can affect the speed and movement of the ball. A small green whirlwind will grant you one of several different paddles if you hit it.



Arctic Pong

On this icy playing field, penguins are kindly interfering with the action as they smack along. The ball can bounce off of the penguins, and once in a while a penguin will drop a special ball onto the playing field. The whirlwind is pink in this level.



Soccer Pong

In the football-esque Soccer Pong, each player has two paddles that move in unison—but the second paddle is on the other player's side of the field. You can score only if you land the ball in the goal—otherwise, it bounces. The whirlwind is also pink in this level.

ALL DAY PONG

Each version of Pong has its special attributes, but a lot of the same strategy is used for all four games.



Keep Your Eye on the Ball

The ball starts in the middle of the court and will sometimes be served to you first, sometimes to your opponent. When playing Arctic Pong, you also have to watch for the second ball to pop out of the middle of the court.



Know the Court

The four different courts have different boundaries and walls, which affect the way the ball is played. You should also watch those walls when a ball is bouncing off them to get yourself in the right position to let it back to the other side.



Shooting at an Angle

The best way to hit the ball, if you can, is to pull the paddle down or up quickly as the ball comes to it. This will send the ball flying back toward your opponent at an angle, which isn't easy to prepare for. If you can get it to bounce off the walls, that's even better.



Snag or Avoid Power-Ups?

This pink and green whirlwind bestows, for a brief amount of time, different paddles upon you. One will catch and hold the ball, and you can choose when to shoot it back. The other is aimed to give you a better angle. Both change the way you hit the ball—so you may or may not want to get them.



Super Squirel

Mr. Nutz is a squirrel with a problem—his world is getting colder, and he isn't sure about the idea at all. It seems a yeti has decided to turn Mr. Nutz's planet into a frozen kingdom, and that just won't do. The yeti clearly didn't realize that Mr. Nutz is a super-squirrel, and no one should ever cross a super squirrel.

© 1998 Infogrames



In a Nutshell

Mr. Nutz's journey in search of the yeti covers a vast and varied terrain. Some roads lead to the forest, others lead to the home of a witch. Mr. Nutz swings from ropes, climbs trees and throws acorns to his quest to stop the chilly recession.

1 Woody Land



Woody Land is a dense, dark forest teeming with mushrooms and working plants intent on making Mr. Nutz's journey a short one. There are four separate sections of Woody Land that Mr. Nutz must make it through. Pick up plenty of acorns to throw at the pesky insects.



Mr. Spider

The arched enemies, Mr. Spider, has a few beach spiders that will drop down from the ceiling to help their master. Get back both the boss spider and his hunkers by jumping on top of them. Don't allow them to touch Mr. Nutz or his life meter will quickly drop.

2 Adventure Park Journeys



This outdoor obstacle course teases plenty of glitzy items to jump across, ropes to swing on and trees to climb. You'll need to use caution in Adventure Park, as there are many places to fall. Pick up your car's speed in the purple bands, which will follow Mr. Nutz and try to knock him off the higher portions.



The Witch

At the very end of the Adventure Park is a house. A witch lives inside, and she's not in the mood for visitors. She will throw spells and pumpkins at Mr. Nutz. Dodge the objects and wait for the witch to swing low, then jump on her head. Repeat this pattern to defeat her.



3 Witch's Room



The world is broken up into several small levels inside the witch's house. Most of the time is spent in the three sink levels, where a shrinked Mr. Nutz rides spoons and tumbles through the plumbing. This world has more of an acorn feel with a bit of puzzle-solving thrown in.



The Octopus

The eight-tentacled enemy is the toughest boss yet, and she'll force four-squirrel to swim for their swimming prowess. Attack the Octopus like you did the other bosses—if you swim and land on its head, but don't let it touch you, you will prevail.

Even More Nutz

On his journey to save his home, Mr. Nutz will venture through a few more areas, each more dangerous than the last, and he needs as much help as he can get. Use your Starlock acorn—throwing them is the easiest way to take out enemies, and they aren't plentiful in many places.



HUNTING FOR LOVE

Game Boy
a Go!

Well, y'all, that Billy Bob has finally found a little money to call his own. He's in love with Daisy, but she's one of those real ladies. He needs to impress her with his gentlemanly skill at Hunter's and Fisher's. Seems that Daisy has worked herself up to a mean ol' appetite, and to make her happy Billy's gonas have to catch her some dinner.

© and TM 1999 Midway Home Entertainment



FISHIN' and HOPIN'

You can choose the path that Billy Bob takes to true love. To choose fishes, walk down the road designed by the drawing of a fish on a signpost. You will have to earn a license, dig up some bait, and choose a boat before you can shove off!



License to Fish

Billy Bob's rack of the woods, Fishing License are given to anyone who can catch enough flying saucers to lure them into the fishing pond. The back ranger will arrest you if he catches you fishing without a license.



Worms

Use the A button to shovel up the worms as they pop up out of the ground. Move around it—the worms won't just keep popping up at the same hole. You can catch up to 10 worms!

HUNTING PECK

If Hunter's is more your speed, take the road with the little crooked creature on it to the lodge. Daisy will want three rabbits in the first round. Hunter's is a little different from fishin', so read on.



License to Hunt

The best to get your Hunting License is more directly related to hunting! You have to shoot 10 rabbits within a time limit. If you shoot anything else, you will not get your license. Luckily, the rabbits are the only white creatures that appear, so it's not that hard to do.



Take a Bath

The rabbits will catch your scent unless you take a bath before you go hunting! A bunch of pigs will try to get you in the bathtub, but if they get in, you'll smell worse than believe you jumped in the water—so don't let the pigs fall in! That's a good rule of thumb any time you're bathing.



Crawdads

You catch crawdads the same way you catch worms. Some times, if you dig rapidly in the same spot, you will catch more than two crawdads for every 10 tries. Your limit is 10 for crawdads as well!



Minners

Some folks claim minners are the best bait. There is. It's certainly the hardest bit to get your hands on. Move up down, left and right with the Control Pad when you think a minner is about to pop out of its hole. If you move quickly, you should catch your limit of 10.

GO FISHIN'

Finally, it's time to fish. Use the A button to cast your line and to reel it back in. Your reel will bend a bit before you get a bite. In the first round, they want three bass, but there's a hole in your boat and you're sinking slowly, so you'll better catch 'em fast! You'll catch it in a park, but it helps to plug the hole in your boat, giving you more fishing time.



Rimmo

You get only one kind of mine to hunt in—the bullet head. A comical style shooting gallery will appear, and once again, you must at least 10 rabbits. You get one bullet for shooting a rabbit, and you get a bullet taken away for shooting anything else.

GO HUNTING

Well, if you're it's about time you go hunting! You will drive around in a little AUV, looking for wild animals. When you see them hop out of the vehicle and slowly follow the tracks. A new view will appear quickly about the rabbits to be caught every.



TEST DRIVE 6

Car Lot

The Test Drive series allows players to try out the sort of dream machines that you don't see out on the road every day. The Game Boy Color version has 12 licensed cars including the Caterham Super 7, the Shelby Series 1, the TVR Cerbera, and the Dodge Viper. Of course, you have to work your way up to the \$150,000 car.

© 1998 Nintendo North America



Information Superhighway

To work your way up to that seriously expensive Dodge Viper, you will have to play well. Catch all the power-ups you can, win the races, and make sure you save your data.



Power-Ups

When you enter a race in the Teamwork Mode and win or do well in a race, you will earn power-ups that you can distribute to your car's traction, acceleration, top speed and power burst meters. Always go for speed first.



Cop Chase

You are an officer of the law, and you must give out tickets to the cars on the track. You only have to touch the other car to give it a ticket, but your score does have to be better as you touch. You score in size with A, and your area will be as if you hold down the B button.



Licensed Vehicles

The best cars in the Test Drive Game range from the beautiful Dodge Charger valued at \$25,000 to the top of the line Dodge Viper, valued at an astounding \$750,000. You can view the cars at any time, but you can't ride until you've won enough prize money to purchase a better car.



Fill Your Garage

Use your prize money to get a better car as soon as you can, then win races with it and build it up with the power-ups. The display screen for each car will show which trophies you've won with it.



High Scores

Drivers love to brag about cars, even virtual cars. The game will keep track of all your wins—just enter your name into the Game Boy when you start a new game.

DRIVER TRAINING

If you want to be the best to the finish—and with all these cool cars to purchase, who wouldn't—you'll have to drive well. In racing games, driving well can sometimes mean making sure your opponents can't.



Replay the Cups

Go back to the lower-level cups to win money and power-up your newer cars. You will gain experience with fresh new vehicles, the cars will gain more power, and you will earn more money to buy more cars!



Take Shortcuts

That's what shortcuts are for: In the higher-level cups, the computer players are excellent drivers, so you will need all the help you can get to win if the other drivers follow you, cut them off.



Watch the Shids

Once you know a track well, try not to take any turns too sharply, unless you have to. A skid won't damage your car, but it will slow you down, and in the higher-level cups, it's imperative that you not ever slow down.



Cut off Other Cars

You should never cut a car off in real life, but in racing games, you should race every possible advantage. Try to cut your car to cut the other cars off as you round a corner. If another car has used a power boost, you might even get pushed along at a higher speed.

Unlock Mega Cup

There is an additional cup hidden within the game. To unlock it, you have to be a great player. You can unlock the Mega Cup only if you win every other cup consecutively. No resets, no restarts. That's a lot of driving.





DIMINUTIVE DETAILS

Twin Turbo has all of the fine details that make a game a Micro-Machines game—from the racecourses made from real-life household environments to the variety of vehicles to race with.



Many Machines

All sorts of races happen in the MicroMachines universe. Tanks, speedsters, jets and helicopters are just some of the small craft you'll get to pilot. Each MicroMachines makes a bit differently, so a bit of practice is certainly worth it.



AUTO INSURANCE

At the start of your life of crime, you're pretty much on your own. You begin on foot and must find a phone in another part of town to get your assignments.



Run Over Crates

You're armored without any way of protecting yourself. Once you've managed to commandeering a car, run over the guy or truck to pick up a weapon. You can use the weapons only when you're outside the car, however.

TINY TRANSPORTATION

The classic MicroMachines games are miniaturized even further and are now a two-for-one deal on the Game Boy Color. Because two games are packed into one cartridge, the action in these hi-pops is actually bigger than ever!

© 1999 THQ, © 1999 Game Boy

Game Boy



Tons of Tracks

The inventive and playful tracks are quite enjoyable to race cars, both in well-thought-out and wacky. Why we'll race boats on the bathroom or cars on the kitchen table, but do anyone ever take the time to outtake the bathtub copas with bubbles or the kitchen course with coffee?

2 PLAYERS, 1 GAME BOY

Twin Turbo's Two-Player Mode is rather unusual—two players share one Game Boy, which should be placed on a table and turned sideways so that player one is using the Control Pad to steer and player two is using the A, B and Start buttons to do the same.



Highway Robbery

Grand Theft Auto is a different sort of car experience. You are a gangster, and you steal cars on a freelance basis. You may be called upon to deliver packages to drive the car to a chop shop.

© 1999 Rockstar Studios



Dealing with the Man

The cops are out to get you for some reason. Obviously, you should try to avoid being arrested, and you don't want the police getting you down. You can fight back, especially if you have a weapon.

Pick Up the Pace

The towns you're "working" in are very large, so to save time you should run in front of the first person you see and, well, take it from his owner. Once you have wheels, it's easier to get to your other assignments.



TOP GEAR[®] POCKETZ[™]



KEMCO

VATICAL
ENTERTAINMENT



GAME BOY COLOR



- Get it in YOUR pocket February 1, 2000
- 36 COURSES on gravel and tarmac
 - 15 AUTHENTIC RALLY CARS, including a Toyota GT-4 ST and a Lancia Delta
 - SUN, RAIN, SNOW, AND NIGHT track conditions add driving realism
 - TWEAK YOUR CAR with a mechanic's toolbox of gadgets and gizmos

GAME BOY COLOR

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ARENA are you game?

THE CHALLENGES



Donkey Kong 64 Crystal Caves and Creepy Castle

To be the top banana in this month's DK64 challenge, swing into Crystal Caves or Creepy Castle, then clear out the area. Send us a photo of your All Kongs Menu showing 500 bananas, 25 Golden Bananas, five Banana Medals, two fairies and one Crown.



Namco Museum 64 Arcade Achievements

Saving you from spending quarters in the arcade, Namco has dusted off Pac-Man, Ms. Pac-Man, Galaga, Galaxian, Pole Position and Dig Dug and faithfully reproduced them for the NG4. See just how far 25 cents can take you by racking up a high score in any of those classics.



Xena Warrior Princess: The Talisman of Fate Battle on Xena

The fighting on the TV show blazes by in a flash, but can you battle just as quickly in the NG4 version of Xena? Set your game to the God difficulty level, defeat Despair in Quest Mode, then send us a picture of your record time.

1

2

3

In The Legend of Zelda: Ocarina of Time, how many of the pieces can you get to entrance you at one time?

Send your score to: arena@nintendo.com

Twisted Challenges

In World Golf, how far below par can you score while always using the 220-yard putter for all of your putts?

Send your score to: arena@nintendo.com

Challenge Scoreboard

PAC-MAN

Jeremiah Weik, Wichita, CT
Jeri Weik, Wichita, CT
Bobby Weege Maspy, Fair Oaks, CA
Michael Sholepoki, Torrance, MO
Joe Wiley III, Emuwaikin, IL
Craig Williams, Colgate, NJ
David Williams, Midtown, NJ
Quinn Williams, Englewood, CO
Brian Wong, Pacific City, OR
Gary Wu, Scarborough, ON
Craig Yelton, Pittsburgh, PA
Kelvin Yin, Temple City, CA

SOFT WING ROGUE SQUADRON

Robert Dillion, Alexandria, VA
Steve Berger, Lakeland, MO
Craig Goodman, Delaware, OH
Raymond Esp. Poughkeepsie, NY

Andrew Foster, Newmarket, ON
Andrew Fries, Stillfield, VA
Dennis Furb, Canandaigua, CA
Scott French, Fort Wayne, MO
Darrin Freshback, Graham, WA
Craig Fried, Berkeley, CA
Josh Graham, Fenton, MO

THE LEGEND OF ZELDA: OCARINA OF TIME

Greg Carraro, Leukoma, CA
Stephanie Fyfe, Salt, CA
Jason Kowalek, Lake Jackson, TX
Michael Lee, Ripon, CA
Nate Mastig, Stockton, CA
Josh Velazquez, Warren, IL

THE LEGEND OF ZELDA: OCARINA OF TIME

Eric Alessandro, Independence, KY
Ben Anderson, Wrentham, MA

Luca Foglietta, Sacramento, CA
Jonathan Sauer, Laurel, MI
Adam Smith, Pittsfield, MA

BEETLE ADVENTURE RACING

Wesley Rosenzweig, Irving, TX 0:56:30
Clifford Paul, Orlando, FL 0:58:00
Byron Stout, Clarksville, TN 0:59:11
Andrew Scag, Aurora, CO 0:52:55

BEETLE ADVENTURE RACING

Clifford Paul, Orlando, FL 0:58:25
Stephen Evans, Frisco, MO 0:57:30
William Rosenzweig, Irving, TX 0:56:30
Byron Stout, Clarksville, TN 0:54:41
Andrew Scag, Aurora, CO 0:54:50

SCRAMBLED SCREEN SHOTS

To finish Donkey Kong 64, you must determine which characters you use first and which tasks take priority. The order in which you play is the key to completing and unlocking the levels. Prove that monkey business is your business by arranging the jumbled screen shots in the order in which they should happen.



1
Your monkey hero



3



4



5



2



6

TRY THIS!

ODD GAME OUT

Could skateboarder Tony Hawk have something in common with toy cars or monster trucks? Though games are getting more and more dressy, they still share some of the same elements. The following clusters are grouped because they share a common trait, but one member of the group isn't like the others. Cross out the entry that doesn't belong.

1. Features an appearance by Mr. Potato Head:

- a. Toy Story 2
- b. Micro Machines 64 Turbo
- c. Monopoly

2. Contains music by Prince:

- a. Hot Wheels Turbo Racing
- b. Tony Hawk's Pro Skater
- c. Haunted Truck Madness

3. Sports a level called Jungle Japes:

- a. Donkey Kong 64
- b. Disney's Tarzan
- c. Space Station Silicon Valley

4. Has blue hair:

- a. Jet Force Gemini's Yelo
- b. Army Man's Yaki
- c. Castleblain's Carrie
- d. Mystical Ninja's Gannon

5. Is a special attack used in a game:

- a. Scooby Beat
- b. Stappapop Creepout
- c. Lovely Kiss
- d. Draxplug's Kneepad

6. Is originally from a comic book:

- a. Shadow Man
- b. Superman
- c. Rayman
- d. Tarak

Whoami?

You may think you're ready to battle in Pokkies Stadium, but are you any match for our sleepy photography skills? Pokkies Stadium isn't all about combat since the game also features a photo studio. See if you can identify which Pokkies we asked to say "cheese."



Do you have what it takes? Photograph your submissions for any of this month's three Photo Challenges. You need your computer or digital camera to Power Play's Photo, PG.206 (2003), Redneck, WI, (2002/2001), to send digital photos and challenge entries to: arose@usatoday.com. Prizes include the following: win on the back of your photos or power card; Name, Address, Membership number (if you have one), ZIP, full address and Challenge number. The deadline for this month's challenge is March 13, 2004. If we see your suggestions or pick one of our top questions, you'll make Power! Stage! Good correct submissions will be Super Power! Suggesting Citings for subscribers. Send to www.usatoday.com in one envelope, list of guidelines.

ANSWERS TO YOURS 120

Where Am I?
Diyah! Cooks

- | | |
|---------------------|-------------------|
| 8th & the World | 8. Huckleberry |
| 1. Big Movie | 9. New Holland |
| 2. Wendy's Sausages | 10. Mr. Meow |
| 3. Micro Machines | 11. Silver Skies |
| 4. Hegg Men | 12. Mike Merriam |
| 5. Rocky Street | 13. Mike Machines |
| 6. Gopher Move | 14. Metal Skies |
| 7. Masked Monks | |

Things That Equal 2000

- 1. 991 + 909 = 0
- 2. 1000 + 1000
- 3. 12000



NINTENDO 64

DISNEY'S TARZAN

Tarzan swings onto the N64.

GRAPHICS: Tarzan's movement takes place mainly in two dimensions, but the perspective creates a sense of 3-D. It seems as if all the wildlife in the jungle is alive, and much of it is interactive. The wonderful animation of Tarzan and the many jungle creatures make this game experience as rich as the Disney movie.

PLAY CONTROL: Running, jumping, climbing, swinging and using weapons are very easy to master because of the precision feel of the play control. Players of all skill levels should have no problems.

GAME DESIGN: Where was it written that

all games have to be 3-D? Tarzan is proof that platform games can be just as rewarding.

SAISFACTION: You can't argue with quality. Tarzan looks, feels, and sounds great. Hardcore gamers will find it a bit too easy, but the game is really designed for a younger audience.

SOUND: The music and background sounds are incredible. If you think sound in a game doesn't make a difference, listen to Tarzan.

COMMENTS: *Note*—This makes a good case for why auto-scrolling games should never be abandoned.

Jason—Tarzan always feels like it's 3-D. The levels are very well-designed—the closely spaced branches aren't too obvious.



- Activision/128 Megabits
- 1 player
- Controller and Rumble Pak compatible



MORE ON RATES
It's based on the Disney movie, so you know that Tarzan will have a delightful time. Tarzan and his animals, as the ESRB's ratings accompanied by our knowledgeable and experienced editors.

OVERALL RATING
8.5

GRAPHICS
8.8

PLAY CONTROL
8.9

GAME DESIGN
8.5

SAE
8.2

SOUND
8.5

AMERICAN POINT STAFF SCORES

8.1 — Alex
8.5 — Steve
8.4 — Andy
8.3 — Jason
8.2 — Matt



RIDGE RACER 64

The best Ridge Racer on the planet is on the N64.

GRAPHICS: N64 did a great job of capturing the excitement of the RR series and pumping it up with potent graphics and incredible cars. Fog, pop-up and jiggles are words that definitely won't come to mind, since they don't appear on the screen. It's a fast, smooth ride.

PLAY CONTROL: The cars wavy wildly in their control characteristics and driving attributes. Some vehicles are speed demons with loose grip while others are slower but steadier. The drift technique can be set for Classic, Revolution or RR64.

GAME DESIGN: Players in the Grand Prix

win the chance to challenge for new cars, and those new cars will make it easier to challenge in the next round of Grand Prix races. The game also features Time Trials and multi-player modes.

SATISFACTION: There's a lot of game here for racing fans (60 races in all), and best of all, it's fun and fast. The Z class races are mind bending.

SOUND: The fast-paced music gives players a sense of urgency, which is just what you want in a racing game. Road and engine noises are fairly realistic.

COMMENTS: Scott—It continues the best of previous Ridge Racers and adds more challenges and hidden goodies. Dan—The course designs are brilliant.



OVERALL
RATING
7.9

GRAPHICS
8.6

PLAY CONTROL
8.2

GAME DESIGN
7.3

NET
7.8

SOUND
8.2

EDITOR'S
POWER
STAFF
SCORES

4.5 — Andy

5.5 — Scott

7.4 — Nick

7.4 — Sarge

7.8 — Kyle



HOW IT RATES

It's pretty nice, but the ERS issue (not the bit of speed) was suitable for everyone and awarded Ridge Racer 64 a big E rating. The only objectionable moment is the difficulty of the Z Class races.

FIGHTER DESTINY 2

Does FD2 score on the N64?

GRAPHICS: Although the graphics are a step up from the original *Fighters Destiny*, they don't compare to today's best N64 games. The animations are good, including special moves with some cool effects. Replays follow each scoring round, which add to the cinematic feeling.

PLAY CONTROL: *Fighter Destiny* uses the Cross Pad and limited buttons on the Controller. Pulling off special moves consistently is tricky. You can learn the moves in the Training Mode.

GAME DESIGN: Each match in *FDa* is judged, with points being awarded for

takedowns, ring outs and so on. Fighters don't try to rip each other's spines out. *FDa* has plenty of one-player modes (including a unique *Fighter's Arena* in which players challenge the Master to learn moves).

SATISFACTION: Fighting fans should be happy to see a quality game like this, because there haven't been many recently.

SOUND: Most of the music is forgettable, but some matches the setting. The typical grunts and groans are to be expected. The announcer actually sounds pretty good.

COMMENTS: Andy—Purists will appreciate the technical fighting system. Jason—The *Reversal Attack* and *smack/gave board* setup for scoring combos make the sucking to replay.



OVERALL
RATING
7.5

GRAPHICS
7.2

PLAY CONTROL
8.0

GAME DESIGN
7.7

NET
7.3

SOUND
7.0

EDITOR'S
POWER
STAFF
SCORES

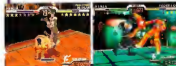
8.1 — Kyle

8.0 — Jason

8.8 — Sarge

7.3 — Andy

6.5 — Nick



HOW IT RATES

Tournament fighting without knock-out poses almost unheard of. In a 10-minute match, you'll get in *FD2*. By game time, *FD2* hasn't recovered a thing, but we expect it to recover in *T.A.* After all, it's still fighting.

ELMO'S LETTER ADVENTURE

Elmo leaves the alphabet on the N64.

GRAPHICS: Big Bird, Grover and Ernie take Elmo to three special worlds to learn his ABCs—there's a farm, a space world and an undersea world. The bright graphics and cartoonish animation are suitable for the Sesame Street characters and themes. The letters are large and easy to recognize, but there is some confusion between the risks of lowercase and uppercase letters.

PLAY CONTROL: Elmo acrobatically drives a car and pilots a spaceship in his search to identify letters. Players merely push the Control Stick in the direction they want to

go and steer left or right. It's easy and intuitive.

GAME DESIGN: Like Elmo's Number Journey, the Letter Adventure focuses on recognition of symbols. In this case, kids learn to recognize letter shapes and put those letters in simple words.

SATISFACTION: There's a lot of positive feedback in the game, and the development team at Real Time Associates did a good job with the Sesame Street license.

SOUND: All the characters speak, which is essential in a game for the pre-reading crowd, but the clarity of the voices could have been better. The music is light and friendly.

COMMENTS: Scott—For the right audience, it's fun and useful.



OVERALL
RATING
7.4

GRAPHICS
7.0

PLAY CONTROL
8.2

GAME DESIGN
7.4

SAT
8.8

SOUND
8.4

AGE GROUP
POWER STAFF SCORES

6.5 — Jason

7.8 — Andy

7.5 — Nate

7.8 — Scott

6.4 — Dan



HOW IT RATES

The education-focused Sesame Street game earned the EC rating from the ESRB. EC stands for Early Childhood. There's no violence of any kind, but expect some fowl play with Big Bird.



ELMO'S NUMBER JOURNEY

You can count on Elmo for fun with numbers.

GRAPHICS: Elmo and his friends—Cooler Monster, the Count and Ernie—come alive in 3-D settings with expressive animation. Camera motion is automatic and a bit slow. At times, young players could miss things because the camera didn't swing around far enough.

PLAY CONTROL: The game pretty much tells young players which buttons to push and when. It's as simple and intuitive as you can imagine, which is just right for this type of product.

GAME DESIGN: Youngsters will learn to

identify numerals and numbers of objects and perform simple calculations by playing the game. The approach is simple, but there are some fun stages, such as the bumper car ride and the snowboard course on Candy Mountain.

SATISFACTION: This product will appeal to youngsters who are just learning about numbers—and to parents. More variety in the areas and tasks would have been nice.

SOUND: All the characters talk, so young players don't have to read to get through the game. The quality of the sound is not very crisp.

COMMENTS: Jason—Cooler Monster is fun to watch and hear. The jumpy snowboard and bumper cars are fun for racing around.



OVERALL
RATING
7.3

GRAPHICS
7.0

PLAY CONTROL
9.2

GAME DESIGN
7.2

SAT
8.6

SOUND
8.3

AGE GROUP
POWER STAFF SCORES

8.6 — Jason

7.6 — Andy

7.5 — Nate

6.4 — Dan

6.4 — Scott



HOW IT RATES

Like its partner in education, Elmo's Number Journey received the EC or Early Childhood—(3) rating from the ESRB. It's suitable for preschoolers or superintelligent kids who master simple math.



PGA EUROPEAN TOUR

Go getting European-style with Infogrames.

GRAPHICS: The trees look nice, the fairways are lovely, and the golfers exhibit perfect form, but all of this is only half the story for PGA European Tour. Several graphic elements detract from the game, including greens that are difficult to read and swing bars that are confusing for beginners.

PLAY CONTROL: Infogrames includes four methods for controlling the swing. The default is the best. Players also control the type of swing from a menu, which seems awkward at first but turns out to make things much easier in the long run. The

course controls are excellent.

GAME DESIGN: The idea behind this linkster is to provide a European golf setting with European pros. They included the standard match and team modes, plus four-player capabilities. Players can even edit their on-screen hacker personas.

SATISFACTION: Golfers will appreciate the shot-making emphasis of this game, but casual players probably won't get beyond the awkward initial feel.

SOUND: Expect very nice sound effects and announcing.

COMMENTS: Scott—I rated it at first, but after getting to know it, I think it's probably one of the most golf sims around! Andy—Pretty accurate.



OVERALL
RATING
6.9

GRAPHICS
6.2

PLAY
CONTROL
5.6

GAME
DESIGN
7.0

SAT.
7.2

SOUND
7.6

LANGUAGE
POWER
5.0

STAFF
SCORES
5.8

Scott—

7.2—Scott

6.5—Kyle

6.4—Matt

6.9—Andy



HOW IT RATES
Unless you know your clubs at another game, there's not much you could do to earn anything more than an E rating, and the ESPN gave European Tour just that.

OVERALL
RATING
6.9

GRAPHICS
7.2

PLAY
CONTROL
6.3

GAME
DESIGN
6.6

SAT.
6.3

SOUND
7.6

LANGUAGE
POWER
5.0

STAFF
SCORES
5.8

7.4—Andy

7.2—Scott

7.1—Matt

6.7—Scott

6.1—Kyle

WORLD LEAGUE SOCCER

South Peak is in it for the kicks.

GRAPHICS: The smooth animation and graphics in WLS may not be as crisp or detailed as the most recent FIFA games from EA Sports, but they're pretty good just the same. Players make some unrealistic stops and turns, however, so if you want ultra-realism, you might be disappointed by this one.

PLAY CONTROL: The on-field player controls in WLS are very simple, making it ideal for beginning players, but the menu system should be easier to use.

GAME DESIGN: This is a standard soccer game without any major licenses, so the

names of teams and players won't match with your favorites. It includes all the modes that soccer fans have come to expect, including custom leagues, national leagues and international tournaments.

SATISFACTION: The biggest thing going for WLS is its easy play controls. If you can move the Control Stick and push a button or two, you'll have some fun.

SOUND: The announcing is accurate. Some of the background sounds, such as thunder during rainy matches, add a sense of realism.

COMMENTS: Scott—There isn't a compelling reason to get this one, because the FIFA games are so abundant in this category.



South Peak/128

Megabits

1 to 4 players

simultaneously

Caravelle and Romble

Pak compatible

3 play modes

3 languages



CYBERTIGER

Tiger Woods rules the fairways on the N64.

GRAPHICS: Somewhere between simulation and cartoons you'll find CyberTiger. The courses and the physics model that controls how the ball bounces are realistic. You'll also notice bunnies and skunks, and your ball may do a cape that turns it into a Super Ball! The free-ranging camera is a nice touch.

PLAY CONTROL: CyberTiger reinvented golf controls, making use of the analog Control Stick to deliver a more intuitive feeling. Players can also choose from three levels of power for each club. On the greens, a curving line running out from

the putter clearly shows your line and the break.

GAME DESIGN: This game is loaded with seven play modes, including Driving Range and Battle Mode. But the big news is the presence of power-ups, which you win by making great shots.

SAISFACTION: The extra months of development have truly paid off with a fun golf game that lies somewhere between Mario and the PGA.

SOUND: The music has a hard beat, which gets to be too much for a golf game.

COMMENTS: Kyle—An original control interface and the power-ups set it apart from your dad's golf video games. Nate—It's impossible to make perfection shots.



OVERALL
RATING
6.8

GRAPHICS
7.6
PLAY CONTROL
8.0
GAME DESIGN
7.0
SAT.
6.8
SOUND
8.6

- Electronic Arts/128 Megabit
- 1 to 4 players simultaneously
- Controller and Parallel Pak compatible
- 3 courses
- Expansion Pak enhancements



HOW IT RATES
The ESRB gave Tiger an E rating and a content

rating: mild violence and profanity. Besides hitting the occasional war-burner, the notation offers to the Battle Mode in which you can comically attack other golfers.

NINTENDO POWER
STAFF
SCORES

7.7 — Nate
7.8 — Scott
6.8 — Sergio
6.7 — Kyle
6.3 — Andy



BIONIC COMMANDO

The classic action game gets a bionic face-lift.

GRAPHICS: Without a doubt, Bionic Commando is one of the best-looking

Game Boy Color titles to date. The characters move fluidly, and the backgrounds have an amazing level of detail. But it's the cinema screens that see the biggest eye-poppers—that's what 2,000 colors get you.

PLAY CONTROL: Once you forget about jumping and feel comfortable with the grappling bionic arm, BC turns into an awesome action game. New features such as the sniper rifle add even more variety to the controls.

GAME DESIGN: Bionic Commando may be a sidescrolling action game for the most part, but it's well-designed and full of action, and it has enough variety to keep things interesting. Overworld

maps and overhead perspective areas add even more to the mix.

SAISFACTION: The challenge level may be a bit much for some, but if you like action, this is the best game on Game Boy Color. Start building up your thumb strength.

SOUND: The quality is good for music and sound effects. There's even some use of digitized voice, but it's pretty cruddy.

COMMENTS: Scott—It's about time we had a game that pushes GBC and provides a great play. Nate—The use of color is amazing, and few of the original won't be disappointed. Andy—A platformer parent's paradise!



OVERALL
RATING
8.3

GRAPHICS
8.2
PLAY CONTROL
8.4
GAME DESIGN
8.6
SAT.
8.4
SOUND
7.4

- Nintendo/128 Megabit
- 1 player
- Cartridge-linked memory
- 12 Stages
- Bonus Areas



HOW IT RATES
The uncut version in Bionic Commando was rated an E for everyone. While your commando blasts enemies, there's nothing particularly bloody about it.

NINTENDO POWER
STAFF
SCORES

9.3 — Nate
8.5 — Scott
8.1 — Andy
8.0 — Kyle
7.8 — Sergio

TUROK: RAGE WARS

Turok rages on Game Boy Color.

GRAPHICS: Colorful graphics and simulated 3-D motion for Turok make

Rage Wars more than just another platform game. Some of the stages unscroll to add to the challenge. The level of detail, use of color and quality of animation are all quite good for GBC.

PLAY CONTROL: Turok uses angles of attack to make his way through these dangerous worlds. The controls include jumping and switching weapons on the fly. You'll also have access to submenus for adding shields or changing weapons.

GAME DESIGN: As always, Turok is on a desperate mission to prevent Dinosaurs and Biosaurians from seaching the earth through dimensional portals. In this case, they're building invasion bases on four planets. Turok must penetrate

the bases and destroy a boss on each world. The worlds consist of multiple stages that vary widely, some with forced scrolling. Players battle enemies and pick up weapons and ammo.

SATISFACTION: If you like action, Turok packs a lot of it into this game.

SOUND: The music is fast-paced but well-suited to the Game Boy system.

COMMENTS: Scott—Nice control and pretty graphics are a winning combination. Nate—The diversity of weapons was nice, but it wasn't enough to keep me interested. Andy—It's the best of the Turok handheld.



OVERALL
RATING
7.4

GRAPHICS
8.2

PLAY CONTROL
7.8

GAME DESIGN
7.0

SAT.
7.0

SOUND
7.2



HOW IT RATES
Turok received an E rating with a descriptor of minimal violence. There's no blood or gore, but Turok looks like he's going through lots of bullets.

OVERALL
STAFF
SCORES

EA — Kyle

7.7 — Andy

7.4 — Scott

7.1 — Seiji

6.5 — Nate

MR. NUTZ

A super squirrel saves the world.

GRAPHICS: Mr. Nutz features large characters and rich stages filled with interesting enemies. Although the game action is run-of-the-mill platform stuff, the graphics are very appealing and worth a look.

PLAY CONTROL: Your squirrelish moves may be limited to walking, jumping, whipping your tail about and throwing nuts, but the precision of each of those moves is quite good. The learning curve is very gentle in this game.

GAME DESIGN: Infogrames probably figured that the furry-tailed hero would appeal to young gamers, and accordingly they made the game fairly easy. In his quest to save the world from freezing, Mr. Nutz must hop and bob his way through more than 30 levels and six

stages to reach the cold-hearted Yeti.

SATISFACTION: Die-hard gamers will want more lest with these games, but newbie action fans who want a good-looking game will find it all in Mr. Nutz.

SOUND: The music is suitably bouncy, and the sound effects are Memorexque.

COMMENTS: Scott—Like the original Mr. Nutz for the Super NES, this game is prettier than most, but the game play is pretty standard. Jason—How if Mario were a squirrel? Nutz—I was pleasantly surprised by Mr. Nutz. The areas were large and often took a little while to figure out. Not bad at all.



OVERALL
RATING
6.8

GRAPHICS
7.3

PLAY CONTROL
7.2

GAME DESIGN
6.8

SAT.
6.8

SOUND
6.3



HOW IT RATES
Not even the switch to the ESRB had us heart to say anything mean about this cute squirrel. Even so, we should warn you that Mr. Nutz has a violent streak: his attempts to kill throw scores of spores.

OVERALL
STAFF
SCORES

EV — Jason

7.5 — Nate

7.1 — Andy

6.8 — Scott

6.0 — Seiji

GRAND THEFT AUTO

The seamier side of gaming appears on Game Boy Color.

GRAPHICS: Cars, buildings and other large objects in *Grand Theft Auto* look amazingly good, but the player character is tiny. The overhead perspective may have been fine for the PC game, but it presents some problems of scale on Game Boy. Amazingly little clues like the shaking of the ringing of pay phones can be seen clearly. The directional pointer arrow is probably the most important graphic element.

PLAY CONTROL: It's hard to grow accustomed to the awkward play control. Simple movement is difficult, and driving around town is even more of a bore.

GAME DESIGN: For a game that involves gang-bang beats and other illegal activities, *Grand Theft Auto* seems pretty tame. The actual mission objectives are a matter of finding locations and

performing simple tasks.

SATISFACTION: The only good play control element in *Grand Theft Auto* is the operation of the power switch. That being said, the game has a lot in it for patient players who don't mind exploration.

SOUND: The music is pretty good, and it changes frequently enough to keep you from going insane. Controls for music and sound effects levels were included.

COMMENTS: *Note—It's a big place with a lot of trouble to get into. The only problem is you couldn't see trouble if it walked up to you and whacked you with a secret truck.*



- Takes 2/32 Megabits
- 1 player

OVERALL
RATING
6.2

GRAPHICS
7.2

PLAY CONTROL
5.2

GAME DESIGN
8.7

SAT.
6.0

SOUND
6.0

TEEN
T
ESRB

HOW IT RATES
Grand Theft Auto is one of the raw Game

Boy titles that has earned a T rating from the ESRB. The warranted violence in the game is just part of the story. The game is all about succeeding at crime.

NINTENDO
POWER
STAFF
SCORES

4.7 — Andy
5.7 — Matt
5.4 — Jesse
6.1 — Kyle
5.8 — Scott

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

It's about time for Game Girl Color.

GRAPHICS: Don't expect the sister sleuths to be as permanent in the game as they are in their video adventures. The characters are on the small side, but that's not to say that they're too small for the type of game. Likewise, the backgrounds are less detailed than in some games, but the simplicity of the graphics makes it easy to identify puzzle elements.

PLAY CONTROL: Each character has one special move, so that part is easy to learn. The trick is to use the right character in the right place. Even novice players should master the style in a short time.

GAME DESIGN: Yes, they'll solve any crime by dinner-time, but you won't finish *M-K&A* that fast. The puzzles are surprisingly fresh and fun. Players must use the three characters to work their way

through the mazes, enemies and obstacles of each level.

SATISFACTION: Acclaim is targeting this title at female gamers, but the puzzles are right for all players.

SOUND: The music is okay, but it becomes annoying after extended play. The sound effects and music can be turned off in the Options menu.

COMMENTS: *Score—Regardless of what you might think about the heroine, this game is filled with good puzzle action. Note—While the level design gets inspired, the graphics could use some improvement.*



- Acclaim's Megabits
- 1 player
- Previews
- 5 cases

OVERALL
RATING
6.1

GRAPHICS
6.2

PLAY CONTROL
6.6

GAME DESIGN
6.0

SAT.
6.6

SOUND
6.2

EVERYONE
E
ESRB

HOW IT RATES
The young divas have solved their case peacefully which earns them a glowing E from the ESRB. We would like to add that players should not engage the game at home by throwing dogs at spiders.

NINTENDO
POWER
STAFF
SCORES

7.1 — Bruce
6.7 — Brent
5.6 — Matt
5.4 — Andy
5.3 — Kyle

ALSO PLAYING THIS MONTH

MICROMACHINES 1 & 2

- THQ Megabeat
- 1 to 2 players simultaneously
- Game Lab Compatible
- GB and GBC compatible

For racing with cars, trucks, choppers, boats and even tanks, there's no finer game than this surprising Game Boy offering from THQ. *Micromachines* features team races and challenges with a great variety of racing styles. The color graphics are excellent, and the controls is pretty good, too.



OVERALL RATING
7.2

- GRAPHICS 7.5
- PLAY CONTROL 7.0
- GAME DESIGN 6.5
- VAL 7.0
- SOUND 7.0

BILLY BOB'S WINTER & FISHIN'

- Midway Megabeat
- 1 player
- Game Boy Color exclusive
- Nintendo

Combine every leading strategy you've ever heard about the backwoods you'll find them in Billy Bob's *Winter & Fishin'*. This number-one hit has game play features to target shooting and amplify bass fishing. In spite of the esotericness of the game, it's the kind of funny to make it hit.



OVERALL RATING
6.7

- GRAPHICS 6.0
- PLAY CONTROL 6.5
- GAME DESIGN 6.5
- VAL 7.0
- SOUND 6.0

PONG

- Hudson Megabeat
- 1 to 2 players simultaneously
- 3 modes
- Game Boy Color only

The first video game ever released in Game Boy Color exclusive version featuring colorful variations on the original game. Now you can play with special paddles, an ocean field and wetsuits such as penguins and secondary paddles. You can even play the original—it's just as good as it always was.



OVERALL RATING
6.6

- GRAPHICS 6.0
- PLAY CONTROL 7.0
- GAME DESIGN 6.5
- VAL 7.0
- SOUND 6.0

GORILLA

- Coleco Megabeat
- 1 player
- Nintendo
- 100 pages
- GB and GBC compatible

Gorilla stands very tall, featuring jaw attack moves as you stamp through cities and other levels, such as the bottom of the sea. Your face attacks by land, sea and air. Multiple endings with bonus games add to the craze. The pace is a bit slow for a destructive thriller, but the graphics are marvellous.



OVERALL RATING
6.3

- GRAPHICS 7.0
- PLAY CONTROL 6.0
- GAME DESIGN 6.0
- VAL 6.0
- SOUND 6.0

TEST DRIVE 6

- Midway/Megabeat
- 1 player
- 3 modes

Accolade's driving franchise comes to Game Boy Color now that Accolade has joined with Infogrames. This overhead perspective is reminiscent of Midway's *Racing Adventure*, but the control is even more sluggish. Players can earn money to buy new cars and power up existing cars.



OVERALL RATING
5.9

- GRAPHICS 6.0
- PLAY CONTROL 6.0
- GAME DESIGN 6.0
- VAL 6.0
- SOUND 6.0

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Each game is evaluated by a panel of reviewers. The overall rating is the average of the individual scores.

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ANDY

ARMOND

BRYAN

DAN

ED

HENRY

JASON

JOHN

KYLE

NATE

SCOTT

SONJA

RATINGS

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GRAPHICS

PLAY CONTROL

GAME DESIGN

SATISFACTION

SOUND

AGE RATINGS

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C Early Childhood

T Teen (13+)

A Adult (18+)

E All Ages

M Mature (17+)

RP Rating Pending



Game Boy Color grows up.

THIS MONTH

LOONEY TUNES COLLECTOR



How many tunes do you have?

BAZ BOMBERMAN



Bomberman is back, but the BBA.

F-1 RACING CHAMPIONSHIP



Mitsubishi picks up speed.

TIGER WOODS 2000



There's a Tiger in your life.

PAK WATCH

The inside source for all
Nintendo News.

NINTENDO REINVENTS FUN ON THE N64



The N64's classic styling has served it well over the years, but Nintendo has decided that it's time to make some fantastic changes in the dark gray console. In a few months, you'll begin to see six new colors of N64 consoles—the Fantastic Series—appearing at retail locations across North America. Each of the new Fantastic consoles has a semi-transparent



shell. Like the Jungle Green consoles of the Donkey Kong 64 set, so you can see the inner components of the N64. The new flavors include Watermelon, Ice, Jungle, Fire, Smoke and Gasps. Of course, although these consoles are quite tasty, you won't want to eat them when they appear on the menu at your local retailer after March 10th.



NINTENDO AND BITS MAKE NEW GAME BOY COLOR STRATEGY

Out of the obscurity of Nintendo's top secret, second-party development projects comes word of a mysterious, real-time strategy game for Game Boy Color. It's called *Warlocked*, it's in development at Bits Studios in the U.K., and it's scheduled for release in North America in April. Recently, your Pak Watch patrol snagged a copy for an early preview, and we were very nearly bowled over by the scope and cleverness of the game.

Man vs. Beast

Warlocked takes place in a world filled with humans and beasts battling one another for domination. Like most real-time strategy games, *Warlocked* pits its opposing races in worlds of fog that clear as players explore the unknown. Each side must collect resources, build warriors, construct bases, search for the enemy and engage in combat. In *Warlocked*, the humans use knights and archers as the basic troops, while the beast race has goblins with similar attacks. Both races search for wizards and dragons to help give them

an edge. They also build barracks, work mines to produce gold and other resources and chop down forests to provide wood for construction. You'll even find farms that grow the food that supports your troops.

Wizards in the wilderness

Each wizard has one type of magic for combating the enemy. For example, the Chicken Wizard can cast a spell on an enemy that turns it

into a chicken. If one of your fighters defeats the chicken, you can devour the food and regain HP. Other wizards have suggestive names such as Sage, Quake, Sleep, Fox and Gold. More than 20 types of wizards are hiding in the game worlds, but you'll need some extra help to find all of them.

Various links

Trading wizards and other units adds another dimension to *Warlocked*. When you begin a new game, a random function determines which wizards will be available to you as you progress through a dozen missions. The only way to get any of the other wizards is to trade for them. Trading takes place via Game Boy Color's infrared port. Players can battle each other directly, as well, but must link up using the Game Link Cable. There are six worlds dedicated to two-player linked battles in addition to 22 single-player missions for each race. The types of terrain include snow, forest, tropics, desert and volcano. In the unique *Assess Mode*, players swap units using the infrared port and the game automatically determines the winner, sort of like in a card game.

Casting the spell

Warlocked packs a lot of fun and strategy into its 16 megabits, but perhaps the most impressive part of the game is the size and clarity of the unit graphics. Some PC games in this genre don't do as good a job of distinguishing between different types of units. *Warlocked* is a Game Boy Color exclusive title that makes full use of the GBC hardware, but a lot of credit has to go to the



development team for creating art that fits the small screen. The result is an original game that's the first handheld for real-time strategy fans. If you enjoyed *Command & Conquer*, *Warlocked* should cost its spell on you, as well.



What happens when you trade a Chicken Wizard for a Fox Wizard?

Pak Play

Hands-on previews of upcoming games.

GOTTA TUNE 'EM ALL?

InfoGrames hopes to cash in on the collectible character craze with a new series of Game Boy Color games entering a huge cast of Looney Tunes favorites such as Bugs Bunny, Daffy Duck, Tex and Elmer.

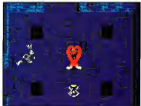
Fudd—of the beloved characters in all. InfoGrames gave Pak Witch an exclusive look at the first adventure, which is to be called *Looney Tunes Collector: Alert*. The game, or games, consists of several parts. In the one-player adventure, you'll have 12 initial stages, eight playable Looney Tunes characters and 25 characters that you'll meet. If you trade characters with another player, you'll open a second adventure of eight missions with six



playable characters and 22 characters to meet. The stages are filled with puzzles and real-time action similar to Zekka games, but you'll also find plenty of Looney Tunes wackiness. Two players can

Game Link to access a multiplayer mode, as well. The game isn't just a response to Pokémon, as you might think. In fact, the development crew in Lyon, France, has been crafting *Collector* for almost two years with a 20-person team. That's a huge investment for a Game Boy title, but InfoGrames has a lot of faith in the Looney Tunes

license and the potential of *Collector: Dwe* out in August, *Alert* will be followed in the fourth quarter by a second *Collector* adventure. No one knows how many there will be in the end.



BACK TO BOMBERMAN

PAK
WATCH

Bomberman's back in a new adventure from Hudson Soft, which he shares with a friendly, Koelpeque hero named Pomny. In *Saku Bomberman 2*, which is the Japanese name of the game, the B-man and Pomny get sucked into a black hole to begin an adventure that takes them to six planets. The 3-D action

involves typical Bomberman activities such as blowing up enemies and obstacles, but the perspective is a real step up from the previous Bomberman games on the N64, so play control is better. In addition to picking up items in the game, B-man can buy cool gear in a space shop before entering a level. Of course, the traditional multiplayer Bomberman games are included in several variations for up to four players. There's even a Customise Bomberman Mode where players can build their own characters. Although Hudson developed the game, they're looking for someone else to publish it in North America, so we can't say when BB2 will explode onto the scene.



UBI'S BEHIND THE WHEEL

F-1 fans will soon be treated to the finest F-1 experience you can get without actually climbing into an open-wheeled car. *F-1 Racing Championship* was created by Video System and Paradigm Entertainment as the sequel to 1998's *F-1 World Championship*, which was distributed by Nintendo. This time, Ubi Soft gets the checkered flag. As for the game, it's been improved in the areas of graphics and play control. There are some new game play options, as well. The Arcade Checkpoint Mode turns the game into an arcade-like racer that requires you to reach checkpoints within an allotted time to continue. The Duel Mode pits two drivers in a head-to-head contest on any of the international F-1 tracks, and the smooth animation doesn't drop a frame. *F-1* is pretty good and fast, but this type of racing still isn't as big in North America as in other parts of the world. You'll be able to check it out for yourself by the end of next month.



Ubi wheels out another winner... VOLUME 129 133

Pak Peeks

Whats breaking in the world of games.

A Serious Tiger

Tiger Woods may seem more like a playful kitten than a tiger on the PGA, but on Game Boy and Game Boy Color, Tiger Woods PGA 2000 has a big bite. This game is a true simulation compared to the



arcade look and feel of CyberTiger. Even so, you'll still have a good round of golf. Joining Tiger on the PGA tour are other top pros such as Davis Love III and Craig Stadler. You can challenge the CPU pros in Stroke Play, Skins, Shootouts or Tournaments on real courses including Sunnyside and Sawgrass. THQ has picked up the license from EA Sports and should have Tiger on the fairway any day now.

Say "Hello Kitty"

Pokemon isn't the only Japanese phenomenon to reach North America recently. Hello Kitty has appeared on all sorts of products, and now she's starring in a Game Boy Color game from NewKidCo. Hello Kitty's Cube Journey is a simple, Tetris-like puzzle game with a few rounds. Players use blocks to build steps or eliminate obstacles so Hello Kitty can reach all the prize items. It will whisker you away.



Build it and they will play

Marchbox Caterpillar Construction Zone from Mame! for Game Boy and Game Boy Color promises to put players behind the levers of gear yellow Caterpillar bulldozers, cement trucks, tractors and other types of heavy construction machinery. The game consists of 21 levels of construction projects. You'll flatten terrain, pour concrete, lay pipe and fill fields, to name a few of the tasks. For construction fans, there's also a descriptive entry for each type of equip-



ment with listings for things such as engine type, rated payload and body capacity. It's a hard-hat paradise, and MCCC should be available by the time you read this.

Loonies racing

Infogrames has a huge Game Boy Color lineup in addition to the Coliseum series, and Wacky Races will be just the first of many titles featuring the Looney Tunes characters. Taken from the Wacky Races cartoons, classic characters such as Nutty, Dick Dastardly, and Penelope Pitsoop race across the country in eight wicker-car vehicles like Peter Perfect's Turbo Terrible. There are four modes, including



Arcade, Endurance, Championship and Time Trial, and time tracks for testing your skill. And that's not all folks, because the colorful graphics look like they were pulled straight out of the cartoons.

Game Boy happenings

Game Boy Color games, whether they're dual or dedicated, continue to feed the fastest growing category in the video game world. Most of the industry's growth through 1999 was a result of the huge increase in Game Boy Color sales. Pokemon was part of that success but certainly not all of it, and developers and publishers around the world continue pouring creativity and dollars into the development of new Game Boy titles.

Here are a few of the upcoming games. Midway is working on a GBC version of its arcade hit, NBA Showtime. Interplay is working on a game starring Cyber the Friendly Ghost while GT Interactive is developing a GBC version of its hit PC game, Driver. A new developer/publisher called Witsap Entertainment BV has two



games in the works—Rack Bottom and Dix. Longtime Game Boy publisher Sunsoft is working on Robopon as well as other games like Blaster Master, which should be available soon. At Titan, Titan the Fox for GBC is nearing completion, too.

More on N64

The N64 continues to roll along with major titles scheduled for the foreseeable future. Dukerama, Kenco's massive first-person shooter adventure, has jumped ahead of its schedule and may be ready for

release earlier this spring than previously thought. Infogrames reports that Duck Dodgers and Ten Express are both on track for early summer releases. Midway has just about inked an agreement on a cool new hockey game, while Crutson's Botica is already in the works for the N64. Midway's Rush 2019 and Street Race 2000 will leave their marks later this year, as will. If you've been wondering what's happened to South Park Rally from Acclaim, it's still in the



approval stages, but as soon as the bugs are cleaned out it should be hitting the stores. Jeremy McGrath's Supercross 2000 is also still in the works. We now expect a release date in the summer. Finally, THQ has revealed that the RPG NoesisQuest, in development at HoO, has been renamed Aedyx Chronicles: The First Mage. The game is a true RPG with a serious look and tone. Along with Cyber Battle, this means that RPG fans have a lot to look forward to on the N64.



Tony Hawk's Pro Skater



Activision

Pokemon Stadium



Nintendo

ExciteBike 64



Nintendo

South Park Rally



Acclaim

Tomb Raider



Kidco

HydreThunder



Midway

RELEASE FORECAST

WINTER 1999

MARTELLING 64
NO MOUNTAIN 2000
CARMASSACROBIA
TARZAN
HYPERSTUNDR
WIPRO-RIDE
NUCLEAR STREET 64
POWARMON 3160-64
RALLY CHALLENGE 2000
RAE AFKAGE
TONY HAWK'S PRO SKATER
ALL-STAR SUMMER 2000
ARCADEBROS
AMBT MIX 2
ALICE IN MIRROR
BATTLELAGE
CARMASSACROBIA
CASTLEVANIA II
CHOC
DAFFY BUCK: 1991 PLAY
DEEP WINTER
DRUG RAMPAGE
F-16 THUNDERFORCE
FINA 2000

BLAD BERRY'S GOLF REXX
BOB HOBBEL STUNT
BLACK DUSTY
ENDOCRITY 2000
MAGICAL WYRM CHALLENGE
NATONAGE CAMPBELL
CONSTRUCTION ZONE
ARCADE RAGE 3
AAA IN THE ZONE 2000
AAA W/IN 2000
NO. 1012 2000
NHL: HARDS ON STEEL 2000
NHL 2000
TRIC
POWERS INCORPORATED
PURE CAST
OUT ADVENTURES
BAMBOO A
SEVEN ALL-STAR
STORM RAINBOW
TEST DRIVE: 64/PS2 2
TITLE WORMS P2 2000
VEGASLITE
WORLD SUBING

SPRING 2000

F-16 BANG COMBATSHIP
NEOCELES
MINI RACES
NIGHTMARE CREATURES 2
ONBI BATTLE
PERFECT RAIN
STARCRASH 64
ALICE IN WONDERLAND
BLAZER MASTER
CHALLENGE

WINGS OF NIGHT & MAGIC
POKEMON TRAINERS CLUB 2000
RAPHAEL
DEMENT EYE
SEMI FIGHTER ALPHA
TEST DRIVE CYCLES
TORNA RAGE
TORNA: TROUBLE
WICKY BATTLE
WORLDWIDE

FUTURE

ALICE CHRONICLES: THE FIRST MAGE
ARCADE 2000
CRUSH: EDITION
DUCK DODGERS IN THE 70 1/2 CENTURY
TERMINAL DREAMS
EXOTERIX 64
MARSH 2000
JERRY MCGRATH'S SUPERCROSS 2000
RUBY 64
MICKEY'S SPEEDWAY USA
THE NEW ADVENTURES OF BUNNIE
RICK

IRON BRAP
SPYGLASS MAN
STUNT RACE 2000
SUPER BATTLE RPG 2
X-BOX
TOLLA GARDEN
SARATOGA ADVENTURE
MICRO MACHINES V2
FRANCO 97 2000
LEONARDI TRUSS COLLECTION 4.100
SAN FRANCISCO RUSH
SUCKER VAMPIRE
WORLD LAGO 2
ZULU: TRIP OF THE MYSTERYLAND TRIP

NINTENDO 64
GAME BOY COLOR

We've got your ticket to the Stadium, where you can take your 150 Pokémon to do battle. You've trained them in your Game Boy—now it's time to unleash them on your N64 with the Transfer Pak. The competition to become a Pokémon Master gets even tougher in 3-D. From minigames to battle strategies, we've got the Trainer tips that will help you get a perfect win.

PERFECT DARK



In March, we'll give you a briefing on a secret agent who will make you forget about 007. Joanna Dark is set to come in from the cold in Perfect Dark. Rare's red-hot first-person shooter. The top-secret preview is for your eyes only.

HYDROTHUNDER



Hit the ignition and don't bother missing sail—these boat races are a far cry from the America's Cup. Get your feet wet next month as you tackle out-of-this-world funny courses in this high-horsepower version of the arcade hit.



NINTENDO POWER AWARDS

Do you have any candidates for the best game of the year? How about best character? Next month you'll get a chance to put in your own cents as we present the Nintendo Power Award nominations. There is plenty of tough competition for the top awards, so keep your fingers crossed.



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Game will arrive in stores March 10th.



Game will arrive in stores April 12th.

Reserve your copy of Pokémon Stadium or Card with a \$10 deposit (ea).

See stores for details.

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N64 Game Pak
• Game Controller



*Wired, standard Game

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